# Meeting minutes: The Exiles Group Project

**Date of meeting:** 5th September 2019

**Time of meeting:** 8:30PM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Progress in both concept was achieved and a finalised informed decision was made on which concept we will continue to develop.

**What could be improved**

N/A

**Individual work completed**

* All tasks were completed in line with what we had planned. Both programmers have completed the necessary work on their respective prototypes and has also had some time to experiment with Unity to further their understanding and expand this knowledge base.
* On the design side of the project, the task to create a research document was completed and was uploaded.

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### Discussion topics

The main topic of discussion was weighing up the pros and cons of each concept and agreeing upon a final concept that we would further develop. Both prototype concepts were shown as demo videos and it was decided that we will develop the Animal based stealth game as opposed to the Tower defense wave survival. We also discuss some possible future ideas and themes for said concept (which I will flesh out and develop further for Monday) as well as discuss the meeting time of Monday’s session and whether or not we wanted to meet prior to the time.

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### Sprint aim

The next sprint will be around locking in the kind of scope and length we want for our gameplay, the kind of settings and layouts we want for the levels as well as some grey box prototype levels to test the mechanics and start thinking design wise about what will be in each level. We will also want to continue developing and improving the way the AI acts and responds to events within the level.

### Any other business

None.

**Meeting ended:** 9:10PM

**Minute taker:** Jamie Gostling