# Meeting minutes: The Exiles Group Project

**Date of meeting:** 7th October 2019

**Time of meeting:** 11:00 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Both concepts were prototyped in Unity and discussed by the team before making a decision about the desired game
* A discord meeting was held to review the prototypes and lock down the concept before the Monday meeting

**What could be improved**

* More features could’ve been added and demonstrated in the fortress defense concept game, for example shooting of enemies

**Feedback received**

*Either playtest or tutor feedback*

**Individual work completed**

* Both concepts prototyped in Unity
  + The stealth game concept had a basic scene with player movement and enemy AI seeking the player
  + The fortress defense game had a basic scene with enemy AI seeking the player and wave of enemies spawning at a set interval
* Design and concept work:
  + Demographic research
  + Initial sketches for level and character design

### Discussion topics

* Locked down game idea and genre:
  + 3D stealth game where the player has to save animals by freeing them from a pen and leading them to a gate
  + Enemy AIs are farmers trying to keep their animals
  + Target audience and player demographic (7-12 year olds)
* Discussed initial ideas for level and character design
  + Should appeal to a younger demographic
  + 9 to 12 levels and around 30 minutes of gameplay in total (2-4 minutes each level)
  + Each level should increase difficulty
* Storyline discussion:
  + If we add a story, we can present it visually
  + Backstory could involve the main character (a farm animal) trying to save their friends who have been taken to another farm/factory/etc
* Discussed game mechanics and features:
  + Main gameplay will involve the player trying to open animal pens and save the animals while avoiding being caught by enemies.
  + Enemies (farmers) will be roaming around the level
  + Enemies will start seeking the player if the player is seen or heard (radius of noise detection can be adjusted as development progresses)
  + Player will be able to recover and “lose” the enemy by hiding behind walls, wheat fields, and other places. If this happens, the enemy will then start wandering around the area where they last saw the player.
  + Player will be able to find items and clues around the level that can help them free the farm animals.
  + Player should be able to get a view of the whole level with an ability. This ability could have a number of uses and/or a cooldown. The ability would move the camera to the ceiling, giving a brief view of the whole level to the player for a few seconds.
  + Abilities may be activated by pressing and holding a button, so that they’re not accidentally activated by a misclick.
* Discussed gameplay/objectives:
  + Each level would have a target number of animals to save (for example: save at least 3 out of 5 animals)
  + Players would walk up to a gate of a pen containing an animal to open it
  + Animals would then start following the player
  + Player has to lead the animal to a gate. Once the player is close enough to the gate, the animal will just walk through it
  + Enemy will continue seeking/trying to find the player while animal(s) are following the player
* Created tasks for the new sprint based on the discussion points

### Sprint aim

*Overall aim of the current week’s sprint (what will the product look like by the end of the sprint)*

* Interaction with items
* Animal rescuing
* Audio/visual AI detection
* Moodboards and initial level design

### Any other business

None.

**Meeting ended:** 12:30 PM

**Minute taker:** Alpeche Pancha