# Meeting minutes: The Exiles Group Project

**Date of meeting:** 14th October 2019

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

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* All members of the team made a paper prototype level for the difficulty they selected.

**What could be improved**

* More paper prototype levels could have been made.

**Feedback received**

*Either playtest or tutor feedback*

**Individual work completed**

* All team members: Paper prototyping and level designs

### Discussion topics

* Locked down the main game mechanics
  + Sneaking/detection
  + Making a noise
  + Using the environment to the players advantage
    - Moving objects
    - Hiding behind objects
    - Using objects in the scene to activate things
* An AI that can
  + Patrol
  + React to sound
  + React to movement
  + React to game objects that have been moved or are in a different place
  + Move Items that have moved back to the original location

Adding more mechanics if we have time

* Keys to unlock things
* Codes to unlock things

How many levels

* 10 overall levels
* 1st level is the tutorial
* Levels 2 - 4 are easy
* Levels 5 - 7 are medium
* Levels 8 - 10 are hard

The setting for the levels

* The easy levels will have the setting of a Farm
* The medium levels will have the setting of a Barn
* The hard levels will have a setting of a factory

### Sprint aim

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

* The player needs to be able to move around and interact with objects
* The detection radius needs to be visible in the unity inspector
* The AI needs to be able to detect environment changes
* The main project needs to have the waypoint system from the scrapped prototype
* The main project needs to have patrol zones
* Moodboards and initial level design

### Any other business

None.

**Meeting ended:** 12:30 PM

**Minute taker:** Alpeche Pancha