# Meeting minutes: The Exiles Group Project

**Date of meeting:** 21st October 2019

**Time of meeting:** 11:15 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Tasks completed, making good progress towards a playable demo
* Good communication/progress updates on Discord

**What could be improved**

* There are currently some bugs in the enemy AI scripts

**Feedback received**

*Either playtest or tutor feedback*

* Be aware of scaling of 3D models/objects in game

**Individual work completed**

* Ethan - Player object movement (crates/placeholder asset)
* Jamie - Moodboards and Unity prototype levels
* Alpeche - AI waypoint navigation and patrol zones

### Discussion topics

* Updates on tasks
* Priorities for gameplay demo/alpha
  + Bug fixing
  + Rescuing animals
* Allowing players to hide in certain areas (e.g. Wheat field)
  + Make a wheat field asset
  + Give it a layer
  + Ignore layer for enemy raycast

### Sprint aim

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

Fix the bugs in the AI scripts and implement the animal rescuing feature. Make sure we have a level in Unity that contains all of our core gameplay mechanics.

### Any other business

None.

**Meeting ended:** 12:00 PM

**Minute taker:** Alpeche Pancha