# Meeting minutes: The Exiles Group Project

**Date of meeting: 04/11/19**

**Time of meeting: 11.00**

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* This week we have a playable demo that shows the core gameplay loop

**What could be improved**

* At the moment the check for the animals following the player is not working correctly so the player can go to the exit at any time. I worked around this by having an invisible wall that gets disabled when the player opens the gate. For the next week I need to fix the animal detecting the player script.

**Feedback received**

*Either playtest or tutor feedback*

* Keep in mind the animations for the animals: a simple animation can look better than a bad rig. Make a decision about what the animations will look like.

**Individual work completed**

* Map was resized
* Ai patrol zones working
* Animals following the player
* Opening and closing the gate on button press

### Discussion topics

* Priorities for upcoming weeks
* Planning of tutorial level and its features:
  + Different sections for each mechanic/feature:
  + Movement controls
  + Interaction with the Pen
  + Guiding the animals
  + Hiding spots
  + Enemy AI and waypoints
  + Movable objects

### Sprint aim

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

Have a tutorial level that covers the game mechanics and features, with a section for each mechanic. There should be text instructing the player about each mechanic, and gates which prevent the player from moving to the previous/next sections before finishing the current section.

### Any other business

None.

**Meeting ended:**

**Minute taker:**