# Meeting minutes: The Exiles Group Project

**Date of meeting:** 11 November 2019

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

**Attendees:**

Jamie Gostling

Alpeche Pancha

**Apologies from:**

Ethan Ward

### Sprint review

**What went well**

* Developed a tutorial level showcasing all the mechanics of the game

**What could be improved**

* Some elements of the tutorial level are still missing: help text and AI

**Feedback received**

*Either playtest or tutor feedback*

* Adam: Consider having drawn scenes to transition between levels
  + It would give a bit of context as to why the player is going from a farm to a factory, for example
  + Without this, there can be a disconnect between the different settings, leaving players confused
* Adam: Game length and level layouts
  + Consider having smaller/shorter levels (e.g. like Angry Birds) - focussing on a particular mechanic
  + Create more detailed paper prototypes of levels
* Steve: Think about how to integrate the different mechanics in different ways
  + To create new puzzles
  + Don’t create new mechanics, use them differently to create new puzzles
* Steve: Goals for next week:
  + Paper prototypes detailing all levels and their mechanics
    - Include where each pressure plate, key, gate, animals are
    - Should be able to see the layout and size of each level
  + Implement audio/enemy distraction mechanic
  + Fix friendly and enemy AI scripts

**Individual work completed**

* Jamie: Design the tutorial level in Unity
* Alpeche: Add logic and functionality to the tutorial level
* Ethan: Level selection scene and win script

### Discussion topics

* Tutorial level discussion and updates
  + Added the help images, triggers, pressure plate
  + Made gate open/close
  + Added components to animals
* Levels lengths and narrative discussion:
* Should we have small/compressed levels? Maybe one. Not a high priority

### Sprint aim

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

**The main sprint aim is to draw paper prototypes detailing all levels and their mechanics**. This will give us an idea of what kind of puzzles we will have and the scale of each level. Additionally, we should work on the last game mechanic: audio/enemy distraction.

### Any other business

None.

**Meeting ended:** 11:55 AM

**Minute taker:** Alpeche Pancha