# Meeting minutes: The Exiles Group Project

**Date of meeting:** 18 November 2019

**Time of meeting:** 11:05 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Paper prototypes made for most levels, with at least one of each difficulty
* Sound detection functionality was implemented

**What could be improved**

* All paper prototypes could have been completed, but there were a lot of levels initially planned. Since we cut down the amount of levels we plan to have, this should be easy to remedy.
* We should add more tasks for assets to our backlog, and estimate them

**Feedback received**

*Either playtest or tutor feedback*

* From paper prototypes and level design discussion:
  + Specify every single asset needed to create the backlog
  + Estimate tasks with realistic values (in hours)
  + Do we need all the levels? Don’t necessarily need 3 hard levels. Think about if the player is going to be motivated to play them
  + Consider having 4 or 5 really solid levels instead of 10
  + Mechanics can create the necessary amount of gameplay
  + Have all level designs ready - consider whether we need to cut down on levels

**Individual work completed**

* Jamie: detailed paper prototypes for levels
* Ethan: Sound detection functionality
* Alpeche: Continued tutorial level and AI refactor

### Discussion topics

* Levels and level design based on feedback received from Adam and Steve
  + 1 tutorial, and one of each difficulty instead of three of each difficulty
* Size of levels:
  + Harder level should probably be bigger in scale, especially if there is a second enemy AI patrolling the level
  + Apart from the tutorial, we can keep the scale the same for each level, but play around with width/length and level layouts
* Each level will have different aesthetics/scenario (farm, barn and factory)
  + Consider the transition scenes for storyline in the backlog tasks
  + As discussed in week 8 (see meeting minutes), we should have transition scenes between levels to give players a small reasoning for why they are in a barn or factory, for example
* Introduce mechanics gradually with each level

### Sprint aim

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

* Have all level designs prototyped on paper
* Consider whether we need to cut down on levels
* Create tasks on backlog for each asset creation and give them realistic estimations

### Any other business

None.

**Meeting ended:** 12:00 PM

**Minute taker:** Alpeche Pancha