# Meeting minutes: The Exiles Group Project

**Date of meeting: 28th Oct 2019**

**Time of meeting: 11:30am**

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* The level for the game demo is layed out and has all the correct elements inside it.
* A major bug was fixed that impacted the main gameplay

**What could be improved**

* The level’s scale needs to be adjusted to the character size.
* The AI needs to be tweaked to work with the player and hiding spots in particular.

**Feedback received**

*Either playtest or tutor feedback*

* Focus on trying to deliver a playable demo in a single working level for the upcoming week so that we can receive player feedback.

**Individual work completed**

* The hiding spot asset was created.
* The major bug in the game was fixed.
* The level for the game demo was created and has been laid out.
* AI detection script is partially working and follows the player around the level.
* The game has a lose and win screen prepared for when the objective is met or is not met.

### Discussion topics

* How to fix the major bugs.
* Preparations for the demo next week
* What we have left that needs implementing mechanics wise.

### Sprint aim

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

To bring together all the mechanics and have them work within the level.

To have a level built for the demo that the player can navigate and win via the win objective.

### Any other business

None.

**Meeting ended: 12:30 Noon**

**Minute taker: Jamie Gostling**