Meeting Minutes

Date: 08/03/2017

Attendants:   
Thomas McCarthy   
Aaron Kegge  
Courtney-Jade Pearson

Missing:   
N/A

Topic of meeting:   
Level and code problems.  
  
Meeting Outcomes:   
As a team we spoke about our overall problems that we have come across in the last week. We were speaking about how we could avoid these problems in the future and we spoke about how we will progress throughout the next 3 weeks.   
  
Health bar:  
- Aaron had trouble when trying to program a health bar that didn’t exist.  
- A health bar is being made this week which will show the heart switching between the red heart and blue heart.   
- when the player dies, the hearts do not deplete, Aaron is now coding this so it deletes once the player has interacted with the spikes / fallen off the map.   
  
Break blocks:  
In the play testing feedback, the most common issue was the block breaking mechanic. Players ended up jumping on top of a block and deleting it once the button had been pressed however, some players wanted the left or right blocks to break instead. This week Aaron is going to give the players an option on whether the player breaks the block under then or next to them to save frustration.