Meeting Minutes

Date:   
15/03/17

Attendants:   
Courtney Pearson   
Thomas McCarthy  
Aaron Kegge

Missing:   
N/A

Topic of meeting:

Lecturers feedback   
Preview of the presentation   
  
Meeting Discussion

As a team, we discussed Dave’s feedback and we thought of ways to change the game to suit our players. In Dave’s lecture, we were told to experiment with the timer, we set the time to 3 minutes instead of 5 minutes as Dave explained that it might be too long. As well as this he said that we need to add the health bar asap to the visual hierarchy and work on our core game play mechanic. This week we will add the health bar and make it deplete when a player falls on the spikes, we are also working on perfecting the dig mechanic.   
  
Watching every team’s presentations in eddies lecture gave us all a boost of confidence. After the last presentation, we were all dishearten by the comments on the panel however, once we watched ourselves back we were surprisingly better than we thought. The other teams in the room gave us some positive comments which we will take with us in the next two presentations (speaking clearly, visualize the game on the first slide, good rhythm.)  
  
In our meeting after the lectures we were discussing the health bar. Aaron has had some complications with the health bar as he cannot use the assets that I (Courtney) have made. Therefore, this week we are working on making the health bar/ hearts single assets.