Meeting Minutes

Date:   
26/04/17

Attendants:  
Thomas McCarthy  
Aaron Kegge  
Courtney Pearson

Missing:   
N/A

Topic of meeting:

-Final level touch ups and Level Design  
  
To prepare ourselves for the last presentation we have added some finishing touches. From past comments on our art style we struggled to make the background appealing to the users, now we have made the background more detailed by adding park objects, caution signs and adding depth to the sky. While play testing we gained player feedback, they said it might be a good idea to have the message “FIGHT” appear on screen before playing, we took their feedback and now we have a fight screen waiting to be added into our level. The heart system has now been replaced with a points system as previous errors made the health bar move whilst depleting. In the latest presentation, we were told to ‘declutter’ the scene and get rid of our ‘digging’ mechanic as it is making us lose focus on what game we would like to make, adding a points system and decluttering the background helped us figure out what is important. Our game has now turned into a fighting game where both players brawl in the middle until the opposite opponent knocks them off, once this has happened they will gain a point. The players cannot earn over 50 points, whoever gets the most points in 3 minutes’ wins.   
  
  
- Communication faults   
  
Over the Easter holiday communication came to a standstill, this created some issues for us as a team. Once one person starts to fall behind, all the rest follow. We discussed how me and Thomas couldn’t do the play testing tasks as we didn’t have the updated unity file until Aaron uploads it. We found out why work wasn’t being done over the holidays and why we weren’t communicating properly, we have agreed to catch up during this week and have it finished by next Tuesday.