Minutes 25-1-2024

Attendees: Mohamad Trissi, Megan White, George Arghyrou, Esther Skillman.

- Quick debrief for last semester, we all agreed that we could've done more and been more organized.
- Thursday at 1pm will be our regular weekly meeting.
- We agreed to hold a quick scrum on Fridays after the standup with JJ.
- We agreed on most of the tasks for our mod, the backlog will be pushed to gitHub in due course
- Rules for Thursday meeting have been agreed, see meeting rules document
- Individual tasks selected and agreed upon.

Minutes 2-2-2024

Attendees: Mohamad Trissi, Megan White, George Arghyrou, Esther Skillman.

- Mo has developed a level pack and will deploy for each to use their own.
- Presented:
- George is still working to make key (representing evidence) 'carryable' after bed (representing magnifying glass) is thrown (destroyed).
- George has asked for help in the group Discord chat.
- Megan created 3D object using Blender, issue texture does not show when defining an object and she will continue to develop this.
- Esther working to make ghost disappear when all evidence objects are collected, task changed from evidence collected to ghost disappearing, still at testing stage.
- Mo task is developing the placement of evidence on the evidence table. Issue when making table blocking move does not allow the placing of an evidence object, work in progress.
- Suggested we contact Shaz for more help with learning Lua.
- Every one happy with progress to date.

Minutes 7-2-2024 (Discord)

Attendees: Mohamad Trissi, Megan White, George Arghyrou, Esther Skillman, Shaz, Rupert.

- Game progress demoed to Shaz and Rupert, both were impressed and happy with our development.
- How to use buses
- Understanding base for mapObject
- Is it possible to create a function that puts a penalty upon player for invalid moves
- Animations
- Sound
- The following points were Shaz's responses to our questions:
- Difference between callFunc and callAction: callAction doesn't return a value and a callFunction does
- Where should I store array that will be change with each level to Lua script: platform suggests to store in yaml, because the lau is wiped clean per level.
- Is it possible to create a function to stop the player doing action for specific number of move or action: It isn't possible to restrict a move during the gameplay as it's hardcoded, the most useful change to the actions would be replacing them and their icons in the game.
- Could you tell us a bit more about animating and enhancing the behaviour of new characters/players within the game, this would help us to bring our own identity to the game: You can only edit the existing texture of players and patients that would invoke the animation as expected in the game OR create a 3D object (with a 2D texture to give the impression of a 2D object if you choose) that can be animated in blender (reference on how to do this will be posted in the modding forum by joe)
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Minutes 8-2-2024

Attendees: Mohamad Trissi, Megan White, George Arghyrou, Esther Skillman.

- George to work on adding sound to the game when first task is done.
- Adding animations and character development is lower priority.
- Mo will next work toward adding movement to the ghost.
- Esther, creating health bar and when ghost health becomes zero the ghost disappears.
- Meg will continue developing her initial object task, then will consider adding more narrative.
- Broad strategy agreed for future sprint expectations aiming for completion 22 March. Added to the collective tasks document.
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