# Weekly team meeting notes

12/02/2021 First meeting

* Decided on using Unity game engine to create the game
* Set tasks to create a github repository, unity project and set up 2 trello boards one for programming tasks the other for design.
* Brainstormed ideas for what sort of game would fit the project brief. Decided on a multiplayer game where players would be given a box and other players would be given clues to help them.

15/02/2021

* Developed ideas for puzzles which can go on boxes
* Discussed how clues will be presented to the players. Idea for them to be on a wall the player completing a puzzle cannot see
* Set tasks for different puzzles to be designed
* Programmers set tasks to figure out networking system and grey-box a basic level to gauge what the game will look like.

22/02/2021

* Set tasks for programmers to start developing newly designed puzzles into the game
* Set designers tasks to develop designs for the box art and environment.

01/03/2021

* Looked at designs for the puzzle and box art
* Discussed what the room art style should be
* Selective memory puzzle is nearly complete without networking
* Simon says puzzle is complete in function without networking
* Programmers continue development of puzzles and adding the networking to them
  + Maze and Rainbow puzzle needs to be made
  + Selective memory and Simon says needs to be networked
  + Box movement

08/03/2021

* Blind maze puzzle is complete in function without networking
* Designers to source sound effects and flowchart the menu
* Progress made on networking selective memory

15/03/2021

* First playable version of the game is play-tested
* Selective memory puzzle is networked
* Box movement is networked
* Blind maze is complete

22/03/2021

* Rainbow tile puzzle is networked
* Simon says is networked
* Decided that the clues will be put onto the same box with the views different for the player viewing the puzzle and those viewing the clues
* Decided that when playing singleplayer both versions of the box will be visible

30/03/2021

* Sent email to client to organise a meeting to showcase progress
* Blind maze is networked
* Winning the game will now play an animation
* Tropical island environment finished