#MEETING 1

14/8/2018: 10:00 AM - 10:30 AM (Tuesday)

Points:

- Breakdown task list into more details
- Task list to be done by everyone individually
- Game is boring without items (items make or break the item)
- Add more big features (like a new mode, new enemies with different effects, new items, special room with traps or puzzles)
- Number of files in solution doesn't matter
- Overall, on the right track so far

#MEETING 2

16/8/2018: 4:00 PM - 4:30 PM (Thursday)

Points:

- Pellets feel too big, maybe reduce pellet sizes
- Enemies could use special ASCII characters to represent them
- Implement some clues to the stairs (Landmarks)
- Different floor, different coloured walls and theme
- Good progress so far
- Room size felt too small (Increase it to 11 x 19)
- Different room, different size
- Add some variations in rooms, maybe add cover for the player
- Paste Gantt chart in final report

#MEETING 3

21/8/2018: 5:25 PM - 5:35 PM (Tuesday)

Points:

- Good progress so far
- Rubbish values caused by referenced deconstructor
- Might be too free next week

#MEETING 4
24/8/2018: 10:12 AM - 10:42 AM (Friday)

<u>Points:</u>
- Submit code to Mr Chris by the end of the day
- Try to implement sound into the game
- Use external sound library to implement music and sounds
- Make sure we can present the game within 2 minutes
- Maybe change enemies to like a card style, with their initials on the 2 corners, and maybe implement HP number inside the 2 x 4 sprite
- Presentation needs to includes who did what and brief timeline
- Boss needs to have decreased state changing timer for presentation purposes
- Improve User Experience of the game (Like moving the side stat bar closer to the map, using colors to differentiate enemies and maybe their health status)
- Now we work on the polishing of the game, we can freeze content already.
- Try adding an item list on the right side of the UI
- Generally feels good to play, but it looks like it was designed by the programmer, information is not all being told to the player. More information needs to be more open.

#MEETING 5
28/8/2018: PM - PM(Friday)

<u>Points:</u>
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