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| Program/Area: | UWS Game Design Prototype |
| Meeting Purpose: | *Fortnightly Meeting* |
| Meeting Date: | *23/10/2018* |
| Meeting Time: | *1300Hrs* |
| Meeting Location: | *E113b* |
| Meeting Facilitator: | *JK* |
| Attendees: | *JK, KS* |
| Minutes Issued By: | *JK, KS* |

| **Next Steps:** (Task, Assigned to, Checkpoint Date) | **Owner** | **Due Date** |
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| *Level design blockout* | KS | 30/10/18 |
| *3D model – enemy (mesh & texture)* | JK | 30/10/18 |
| *3D model – protagonist (mesh and texture)* | JK | 30/10/18 |
| *3D model – burnt out croft (mesh & texture)* | JK | 06/11/18 |
| *3D model – boat (mesh & texture)* | JK | 06/11/18 |

| **Decisions Made:** (What, Why, Impacts) |
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| n/a |

| **Discussion:** (Items/Knowledge Shared) |
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| Apologies: none  Proceedings: It was decided that Kris will start “blocking out” a preliminary level, based upon our GDD level design sketches.  I will commence developing the 3D assets that we will require.  Work on the GDD is ongoing. |

| **Miscellaneous Items:** |
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