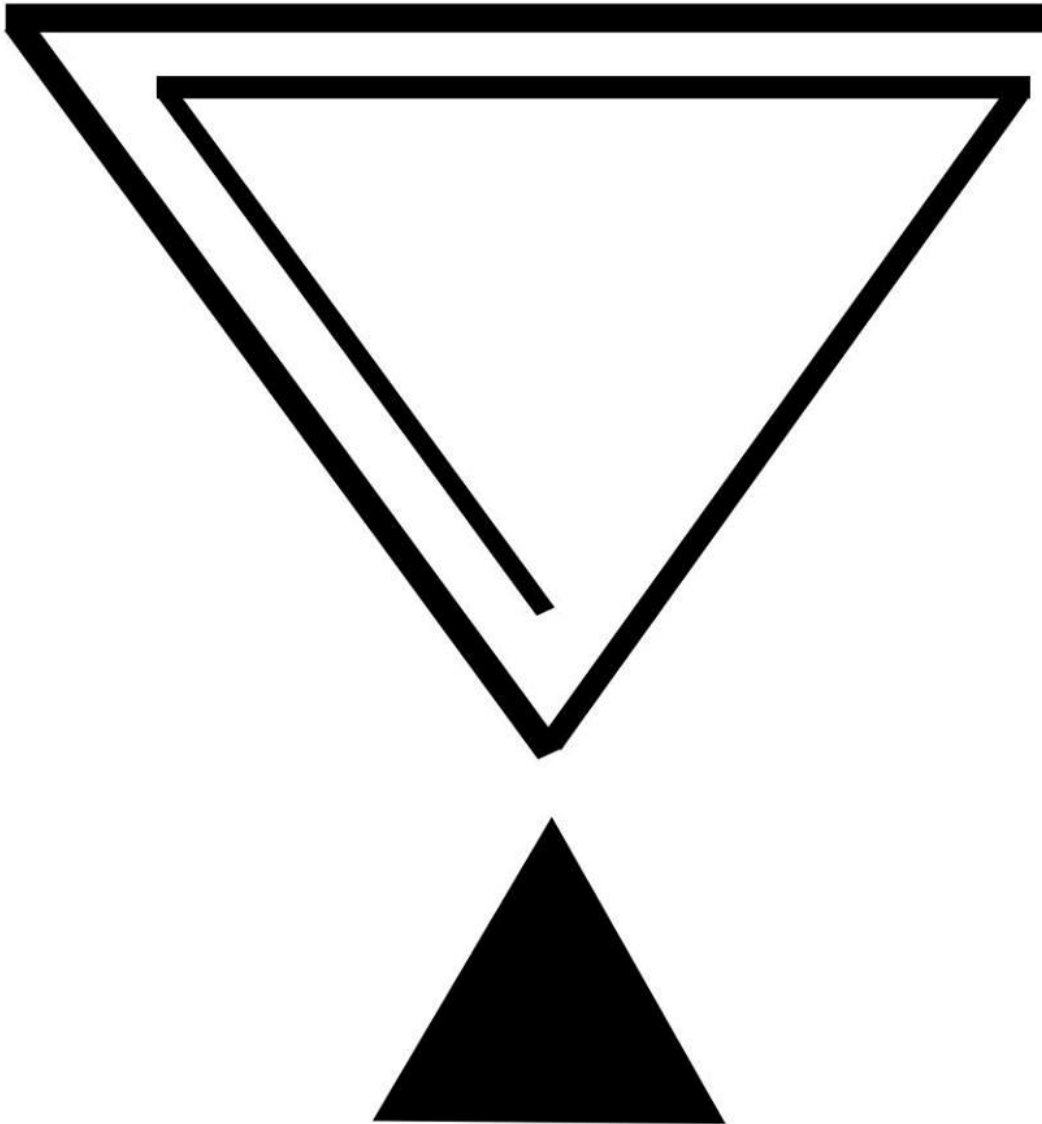


10 NOVEMBER 2017



TEAM MEETING REPORT

10540730
Yipikaye! Studios
Plymouth, UK

Objectives

- CLARIFICATION of team roles
- CREATE a list of all tasks

Team Roles *updated*

Ludwik Bacmaga – Leadership + Co-management + Modelling

Arnold Bukachi – Art & Game Design + Co-management (documentation)

Chun Lee – Programming

Job Lists

Design (Mechanics) – Ludwik → group

- Look at *Team meeting report [20102017]*
- MVP (22nd Nov)

Design (character) - ARNOLD, (17th Nov)

- Art style; chibi
- Ninja
- Guard

Design (Sound) – ARNOLD, (1st Dec)

- Footsteps
- Background music
- Pickup
- Trap
 - Gas
 - Fire
 - Boulder
 - Moving wall (crushing)
- Animal
- Sword (unsheathing)
- Guards speech (alert)

Design (UI) – ARNOLD (24th Nov)

- State diagram
- Artworks

Design (atmosphere) – LUDWIK (TBD)

- Lighting
 - Light map
- Filter

Assets Creation (with Lambda) – LUDWIK (17th Nov)

- List on Trello
- Character and animation, (1st Dec)
- Decorations

Back story – ARNOLD (TBD)

Programming – CHUN, ARNOLD

- Player controls (**Done!**)
- Level display (**Done!**)
- Randomised-level generation (22nd Nov)
- Artificial intelligence, Chun (29th Nov)
 - Guards (patrolling)
 - Guards (search)
- Abilities (Jutsu), Chun (1st Dec)
 - Light (shine!)
 - Shadow (blend), (TBD)
- Animation, Chun (6th Dec)
 - Structural
 - Pickup
 - Character
 - Guard
- Timing, Chun (6th Dec)
- Level progression, Chun (15th Dec)
- User-interface (UI) (15th Dec)
 - Send Chun examples of visuals
- ARKit implementation, Ludwik (12th Jan 2018)

Testing, ARNOLD, LUDWIK, CHUN (continuous until deadline)

- Character
 - Movement inside grid
 - Ability effect on character
- Artificial Intelligence
 - Guards
- Animations
 - Character stumbles into trap

Documentation, ARNOLD, CHUN (5th December)

- GDD
- TDD

Weekly updates, ARNOLD, CHUN, LUDWIK (continuous until deadline)

- Website, Arnold
- Social media, Ludwik, Chun (every other week)



END OF REPORT