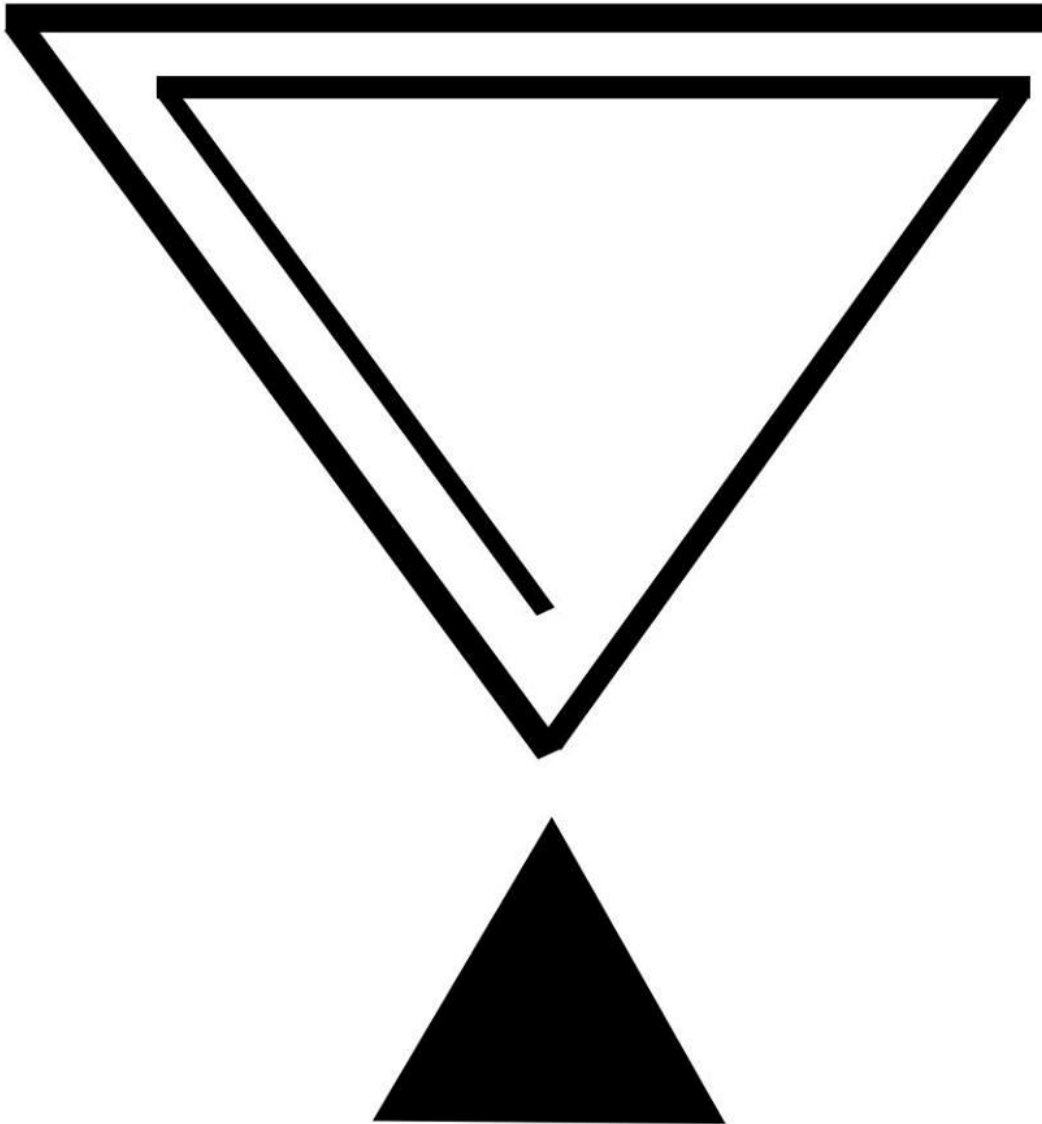


15 DECEMBER 2017



TEAM MEETING REPORT

10540730
Yipikaye! Studios
Plymouth, UK

Objectives

- **DECIDE** on tasks for the Christmas period

Implement based on Dan's Feedback

- Flesh out what we have (Vuforia) instead of developing on 2 different platforms
- Play testing to get feedback
- Manage a YouTube channel to showcase people playing your game; testing (watch them interacting with product)
- Different control scheme dependent on different marker i.e. Bird's Eye view would have a point and tap control scheme
 - Have an angle of tolerance so that the player is not fixed looking down
 - Different grade of shades (and a notification bar) will be used to indicate to the player that they are exceeding the 45-degree viewpoint
- 3rd person perspective
 - Live pause; you're not able to move just view the map
 - Collectibles

TASKS

- Distinct Marker Design (ARNOLD)³
- Game documents for each game mode (see below) (ARNOLD)¹
 - Movement system
 - Flow diagram to indicate decision/ and how system responds
 - Objective of the game/rewards for completing the game
 - List of object types (see submitted GDD)
 - Perspective (FPS, 3rd person)
- UI implementation (LUDWIK)³
- UI design based on the game mode (LUDWIK)⁴
- TDD (CHUN)⁵
- Sound (ARNOLD)²
- Collectibles mesh (LUDWIK)¹
- Environmental mesh/shader (LUDWIK)⁶
- Environmental lighting (CHUN)³
 - Real-time light
- More onscreen directives in regard to controls (LUDWIK² →JOHN)
- **Game mode 1 (current) (CHUN)¹**
 - Fixing bugs (door)¹
 - Collectibles system²
- **Game mode 2 (Bird's eye view) (CHUN)⁴**
 - Point and click movement system
 - Path-finding

- Ability (shadow clone)
- Place lantern in a spot
- Preset level
- Game mode 3 (3rd person perspective) (CHUN)²
 - D-pad control system
 - Live pause for mini-map
 - Collectibles
 - Preset level
- Game mode 4 (on the rails)
- Collectibles of some kind
- Continuous movement + swiping
- Testing sessions (ARNOLD)⁴
- Star reward system (LUDWIK)⁵
 - Percentage-based
 - How much HP player has

Prioritise game mode 1, 3 & 2 in that order (CHUN)

Prioritise the mini-GDD so Chun can do his part (ARNOLD)

“What I can interact with and what’s the outcome?”



END OF REPORT