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| Week 3 | 21/02/2019 | Notes |
| What was achieved this week. | 1. Want to get platform programming functional and then work on that slowly. 2. Have a game name 3. Figure out how to merge on github. 4. Game name has been decided on as “Not your toy!” in relation to the dog running from baby dragons. | Now that we have the base of the game design and how if will work, we need to focus on the technical work of the game. (see meeting minutes of features of the game intended to be preformed)  Current problem that the game development has is that when merging on the git hub, the transformation unity to Github is difficult and so we need a better way of merging the game with the github this was achieved in the meeting as max explained the functioning of Github. |
| What we want to achieve next week. | 1. More movements need to be made for the slinky dog for jumping. 2. Baby dragins designed 3. Point system for the game. 4. Make the game imagery more original. |  |
| Tasks for each individual. | * Dave - finish dragon design and the animations design * Lydia – Background, progress report and start working on the report, cognitive walkthrough next Thursday * Shalini – instructions and game name design into the actual game and the sound implementation and integration into full game. * Wyan – updating the technical documentation * Max – continue with game coding * Andres – moving back ground, fix the spawning of enemy’s so that they always appear in right side of the screen |  |
| Self-Grading After this week. |  |  |