Meeting minutes:

Urban Lizard Games

Date of Meeting: 07/12/2020

Time of meeting: 10.50

Attendees: Jack Gilmour, Luke Baldwin, Daniel Bailey, Lewis Arnold

Apologies: N/A

**Discussion:**

Jack Talked about how to upload the newest version of the level model as his GitHub is unable to obtain the project. The solution was to upload the scene file, Luke to get the file and export the level models and to push them to GitHub.

Lewis, Dan and Luke talked about how to implement the sliding puzzle, and how it would affect the mood of the game. The solution was to figure out the code and implement it to figure out what It would do to the atmosphere.

We briefly talked about storyboard. It has been assigned to Luke to do it.

We explored the possibility of adding additional corridors for the player to escape through. It was decided against that, instead, obstacles can be placed so that the player can loop around the monster.

Talked about a possibility of a distraction mechanic.

Finally, we talked about what happens when the player reaches 0% sanity. In the end, it was decided that it shouldn’t be a fail state but should increase the aggression of the monster and decrease the likelihood of the player successfully hiding.

**Completed this sprint:**

Jack Gilmour: Completed UVs for the level

Luke Baldwin: Started creating a mood board of textures for the level and what’s inside the level

Lewis Arnold:

Short wire –

This puzzle will be completed by the player unscrewing panels off the wall, which is done by the player using the mouse rotating each of the screws on the panel.

Morse code –

When the player clicks it provides a printed-out version of whatever letter the player inputs.

A Morse code clicker which players use by pressing the left mouse click button

When the player clicks it provides a printed-out version of whatever letter the player inputs.

Gas canister -

-Gas canister is partway done. Gas slider has been implemented, I.E the slider the player interacts with, and the slider done by the player interacting with the slider.

-The short wire puzzle is almost complete; The player can unscrew the panel by rotating mouse.

-The Morse code puzzle is also almost complete, as the player can input dots and dashes which will be logged onto a screen.

Daniel Bailey: Implementing flashlight dispersing enemy, added a Flashlight Drain

**To do for next sprint:**

Jack Gilmour: Research textures for the level

Luke Baldwin: Create a storyboard telling what the player does, finish the mood board

Lewis Arnold:

-Program and implement the sliding block puzzle. The wire puzzle: connecting to doors, allow the player to interact with the wires.

-Morse code puzzle: have a randomly generated code which the player has to replicate. Have the message tell the player that they need to find a pickup or an object that the player needs to progress, this item can be a key card that enables the player to advance through the game by giving the player higher security clearance.

Implement puzzles

Create security doors and key cards

Daniel Bailey:

- Fix Sanity Drain, implement puzzles, Fix UI scaling, fix the Player not triggering collisions, Slow down Camera speed as it is crazy high on build, Changing Flashlight Battery

**Meeting Ended:** 12.04

**Minute Taker: Jack Gilmour**