Meeting minutes:

Urban Lizard Games

Date of Meeting: 16/11/2020

Time of meeting: 10.34

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

Apologies: N/A

Discussion:

We talked about how we are going to implement the puzzles and how they are going to work.

Talked about how the Ai’s ambush will work and how the AI in general will work

We also talked about the pathing seeing which vent the AI can take

We talked about maybe removing the UI to create a more immersive experience. We decided that the UI should be removed as much as possible, only keeping in the stamina and battery life

We also pondered about security cameras and decided it may be added if we have the time to do it

To do for next sprint:

Jack Gilmour: fix the level and texture them

Lewis Arnold: program Saving the battery and meds when quitting

Daniel Bailey: Finish implementing AI by testing, tweak the values and adding alternate routes.

Luke Baldwin: create a second iteration of the AI, create a map of the vent paths the AI can take

Meeting Ended:

Minute Taker: Jack Gilmour