Meeting minutes

Urban Lizard Games

Date of Meeting: 22/10/2020

Time of meeting: 13:00

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

Apologies: N/A

Item One:

-We talked about the level designs Luke had made and had a walkthrough, explaining things he has drawn.

-We also talked about mechanics we could use, referencing the level design

-Decided what some of the puzzles could be

-Edited the GDD so that the 2 level maps Luke created are included. Also added the music, sound effects and the story overview to the GDD and completed it.

-Decided what kind of mechanics effected the player

To do for next sprint meeting:

Luke: Create more level layouts

Jack: Create a debug room for stat testing

Lewis: Design interactions, both objects and interactions

Dan: Create player movement

Meeting Ended: 15:00

Minute Taker: Jack Gilmour