Meeting minutes:

Urban Lizard Games

Date of Meeting: 30/10/2020

Time of meeting: 9.15AM

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

Apologies: N/A

Item One:

-We caught up with what has been completed and what there is to do

-We evaluated each UI draft Luke created and decided which was best

-We decided to have no icons to click on. We decided to not have a mini map, and instead press a button to bring up a map. We also decided that the battery level should be on the torch itself.

Tasks to do before next sprint:

Jack Gilmour: Create a Greybox for the level maps Luke created

Luke Baldwin: Create HUD concept using advice from this meeting

Daniel Bailey: N/A (Done tasks)

Lewis Arnold: N/A (Done tasks)

Meeting Ended: 9.40AM

Minute Taker: Jack Gilmour