Meeting minutes:

Urban Lizard Games

Date of Meeting:11.30

Attendees: Jack Gilmour, Daniel Bailey, Lewis Arnold

Apologies: Luke Baldwin

Discussion:

The aim of this is to establish what we will be removing, changing, or delaying.

We talked about the player speed and it should be reduced if we are going to reduce the playable area

We also talked about how we are going to rework the battery bar and how fast the battery will drain. The bug where it drains faster when running hasn’t been fixed

We will completely remove the underground level, only adding some rooms from the underground to the ground level and reshuffling the Ground level. Cafeteria will be locked off as it is barricaded from the other side as lore wise it was to defend from the monster

We also talked about how the player is introduced to the monster

We talked about how we are going to show the player what their overall objective is. We settled on showing the player a phone/radio at the beginning

We also talked about how the player is introduced to the monster. We settled on having the player opening the door and having the monster stand in the hallway and walk into one of the meeting rooms

We talked about how to guide the player and force them into rooms. We decided to use lore pieces to be found explaining what happened and have barricades forcing the player into certain pathways

To do be completed for next sprint:

Jack Gilmour:

Luke Baldwin:

Lewis Arnold:

Daniel Bailey:

Mini meeting Ended:

Minute Taker: Jack Gilmour