Meeting minutes:

Urban Lizard Games

Date of Meeting: 01/02/2021

Time of meeting: 10.00

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

Apologies: N/A

Discussion: Today is playtesting and for today, we are reviewing feedback. It includes:

Couldn’t find Generator

Crosshair makes the game feel old and cheap

Flashlight light position changes position

Stairs are hard to go up

Couldn’t find puzzles

Completed this sprint:

Jack Gilmour: Playtested the game

Luke Baldwin: Playtested the game

Lewis Arnold: Playtested the game, Built the game to be playtested

Daniel Bailey: Playtested the game, fixed some bugs so that the game can be uploaded

To do for next sprint:

Jack Gilmour: Model the new iteration of the underground level, create an asset mood board for all assets

Luke Baldwin: Playtest the game

Lewis Arnold: Playtest the game

Daniel Bailey: Playtest the game

Meeting Ended: 11.00

Minute Taker: Jack Gilmour