Meeting minutes:

Urban Lizard Games

Date of Meeting: 02/11/2020

Time of meeting: 12.14PM

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

Apologies: N/A

Discussion:

We talked about what we need to do for the end of the semester, including sounds, AI, and textures

We talked about how to import the level model with a mesh collider

We also talked about how to build the level

We talked about implementation of UI

To do for next sprint:

Jack Gilmour: Finish a level model and implement into Unity and add colliders

Lewis Arnold: Work with Jack to implement the level and build the game with what we got, add interactivity with the HUD

Daniel Bailey: Implement and program AI

Luke Baldwin: Create the HUD (UI) for the main game

Meeting Ended: 12.36

Minute Taker: Jack Gilmour