Meeting minutes:

Urban Lizard Games

Date of Meeting: 08/02/2021

Time of meeting: 10.50

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

Apologies: N/A

Discussion:

Talked about how we are going to manage asset making

Planned what we are going to do in the coming weeks including adding more assets, fixing puzzles and how we are going to guide the player where we want them to

Think what would make the player go into the test chamber the monster just come out of. One idea was to put a key card in the chamber and to force the player to read the note which tells them that the key card they need is in the monster’s chamber

Completed this sprint:

Jack Gilmour: Created Greybox for the second iteration of the underground level

Luke Baldwin:

Lewis Arnold:

Daniel Bailey:

To do for next sprint:

Jack Gilmour: Mood boards for assets

Luke Baldwin: Update the GDD with the various mood boards he created,

Lewis Arnold: Scene 2 and bar replace fix bug p can’t go upside, changing objectives/making it better, changing crosshair, update code and door button. Add pause menu and help implement scene 2

Daniel Bailey: Getting note screen in inventory, fixing battery drain, replacing bars for sanity and health, Implementing scene 2

Meeting Ended: 11.45

Minute Taker: Jack Gilmour