Meeting minutes:

Urban Lizard Games

Date of Meeting: 08/03/2021

Time of meeting: 11.15

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

Apologies: N/A

Discussion:

Talked about what we talked about what we did throughout the week. So sound effects, assets and GGD updating. We also talked about what we’re going to do in the future. Extra sound effects, lobby furnishing, environmental storyboarding

Completed this sprint:

Jack Gilmour: Finished Desk asset, fixed light asset and added light asset to around the level

Luke Baldwin: Playtested game, found sounds

Lewis Arnold: Tidied code mainly puzzles

Daniel Bailey: Tidied code puzzles

To do for next sprint:

Jack Gilmour: Create more assets for lobby

Luke Baldwin: Look for environmental story telling assets

Lewis Arnold: Find more sound effects and tidy up more code

Daniel Bailey: Find more sound effects and tidy up more code

Meeting Ended: 11.30

Minute Taker: Jack Gilmour