Meeting minutes:

Urban Lizard Games

Date of Meeting: 09/11/2020

Time of meeting: 12.00PM

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

Apologies: N/A

Discussion:

We talked about what we need to do for the next sprint

Talked about how to use the torch and talked about if we can do cameras to look over the level. In the end, we will implement this system If we have the time

Talked about adding hiding spots and how to implement it

We talked about what kind of puzzles we would like. I.E. Simple, long, short, etc.

To do for next sprint:

Jack Gilmour: Fix level model and research textures, Prototype puzzle ideas

Lewis Arnold: Add interactivity to HUD, sort out consumable and inventory systems

Daniel Bailey: Implement hiding spots

Luke Baldwin: Implement menu UI, prototype puzzle ideas

Meeting Ended: 12.10

Minute Taker: Jack Gilmour