Meeting minutes:

Urban Lizard Games

Date of Meeting: 1/03/2021

Time of meeting: 11.00

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

Apologies: N/A

Discussion:

Talked about the progress of the game at this point. Also talked about sound effects. Jack and Lewis showed some effects we could possibly use in the game. We also talked about what everyone will do. Jack will continue modelling and possibly place and rearrange objects not already in there and objects that haven’t been implemented yet. Luke will research more sound,

Completed this sprint:

Jack Gilmour: Created and textured table asset

Luke Baldwin: Researched horror/ambient sounds and showed them to the Discord, written up second feedback from sessions

Lewis Arnold: created particle smoke effect, added second planned encounter

Daniel Bailey: Tidied code up and tweaked AI

To do for next sprint:

Jack Gilmour: Create chair asset, conference room asset placements

Luke Baldwin: Research ambient sounds and music, environmentally storyboard lobby area

Lewis Arnold: Create more gameplay code, implementing generator puzzle, enemy encounters, implementing sound effects and replacing bars

Daniel Bailey: Create more gameplay code, implementing generator puzzle, enemy encounters, implementing sound effects and replacing bars

Meeting Ended: 12.00

Minute Taker: Jack Gilmour