Meeting minutes:

Urban Lizard Games

Date of Meeting: 11/01/2021

Time of meeting: 12.00

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

Apologies: N/A

Discussion: We talked about Luke’s story board and how detailed it is

We talked about playtesting, how we are going to playtest and how we’re getting feedback

Also talked about what we think would need improving. This includes the map design, prompts when the player picks up something

Also talked about sound effects like item and key card pickups, battery pickups, paper crumpling, Key card rejection, wire sound effects and footsteps. Luke will take 4 of these sound effects: Footsteps, wires, door opening and item pickups. Other sound effects will be implemented later as they are not the priority.

Playtests will be handed out

To do for next sprint:

Jack Gilmour: Finish texturing the level and add the textures used to the GDD and start the mood boards for the furnishings for the GDD

Luke Baldwin: Create questionnaire, sound effects, mood boards

Lewis Arnold: Post processing and help implement scene 2

Daniel Bailey: Implement second scene

Meeting Ended: 12.30

Minute Taker: Jack Gilmour