Meeting minutes:

Urban Lizard Games

Date of Meeting: 15/03/2021

Time of meeting: 10.30

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

Apologies:

Items of discussion:

Talked about modelling assets, Jack said that he would only dedicate one day a week to modelling the assets, and asked Luke to furnish the lobby. Lewis countered saying that modelling isn’t the main issue as we can get third party assets, and to concentrate on other aspects like furnishing the lobby. Jack then said that he would finish off the model he is doing and use third party assets from then on. Talked about functionality of a Game over screen, and make the main menu look pretty.

We decided to scrap the compass due to smaller map size

Decided to close conference rooms

Done this sprint:

Jack Gilmour: Worked on computer and keyboard model asset

Luke Baldwin: Added map improvements to GDD

Daniel Bailey: Fixed code

Lewis Arnold: Fixed code

To do for next sprint:

Jack Gilmour: Furnish lobby area

Luke Baldwin: Furnish lobby area, furnish generator room, find more sound effects

Daniel Baldwin: improve monster ai code

Lewis Arnold: Finding/implement sound effects, fix code

Meeting Ended: 11:24

Minute Taker: Jack Gilmour