Meeting minutes:

Urban Lizard Games

Date of Meeting: 15/02/2021

Time of meeting: 10.50

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

Apologies: N/A

Discussion:

Talked about adding more sound effects to game to make it more atmospheric and talked about how to tweak the AI monster. We talked to Luke about what kind of atmospheric and horror noises to implement

Completed this sprint:

Jack Gilmour: Made progress on mood board Created se

Luke Baldwin: Re written the Part two story board and done some map changes

Lewis Arnold: Lighting, crosshair, pause screen fixed stairs, changed player speed, changed the sprint bar depleting, added notes screen, pickups and puzzles implemented in scene two redesigned story elements.

Daniel Bailey: Lighting, crosshair, pause screen fixed stairs, changed player speed, changed the sprint bar depleting, added notes screen, pickups and puzzles implemented in scene two redesigned story elements.

To do for next sprint:

Jack Gilmour: Texture underground level, start creating assets

Luke Baldwin: Add more sound effects e.g Torch dying sound effect, battery reload, horror noises and atmosphere

Lewis Arnold: Replace the sprint sanity bar with sound effects and screen inputs, work on the torch battery indicator

Daniel Bailey: Replace the sprint sanity bar with sound effects and screen inputs, work on the torch battery indicator

Meeting Ended: 11.35

Minute Taker: Jack Gilmour