Meeting minutes:

Urban Lizard Games

Date of Meeting: 19/04/2021

Time of meeting: 15.00

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

Apologies:

Items of discussion: We talked about maybe adding more easier to access objectives to them a clue to tell them what to do. We also talked about how to direct the player to the door first, and then the button. We couldn’t do too much as there isn’t much time to change many things

Done this sprint:

Jack Gilmour: Iterated another version of the introduction to the monster

Luke Baldwin: Updated FDD with map changes/story changes and completed storytelling in the lobby. Also found sound effect for a ringing phone

Daniel Bailey: Tidied code

Lewis Arnold: Tidied code

To do for next sprint:

Jack Gilmour: Find/make model for key card

Luke Baldwin: Add vents to level

Daniel Bailey: Code comments and tidy code

Lewis Arnold: Implement SFX, Code comments and tidy code

Meeting Ended: 15.30

Minute Taker: Jack Gilmour