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:

Talked about what we are going to do this week. As it is nearing the end of the year, we are focusing on our dissertations, spending as much time on it as we can meaning we will be spending little time dedicating to the game. Also had a quick look at ambient sound effects for the background

Done this sprint:

Jack Gilmour: N/A

Luke Baldwin: Added to the game design doc, Added more environmental story telling assets to the Lobby area and generator room

Daniel Bailey: Bug fixes

Lewis Arnold: N/A

To do for next sprint:

Jack Gilmour: Figure out what to do for the first interaction

Luke Baldwin: Create environmental storytelling for the lobby area update more sections of the GDD

Daniel Bailey: Tidy code and add comments

Lewis Arnold: Change the size of the enemy, Tidy code and add comments

Meeting Ended: 10.30

Minute Taker: Jack Gilmour