Meeting minutes 19/10/2020

Urban Lizard Games

Date of Meeting: 19/10/2020

Time of meeting: 11.00 AM

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

Apologies: N/A

Item One:

-We talked about what tasks we would need to do before the sprint review starts.

-We talked about what kind of puzzles we could implement into the levels.

-We talked about how the player gets stranded (By showing metal pieces around the player to show they were shipwrecked.

-Edited the GDD to include the world layout

-Talked about some parts of the GDD like the Dynamic lighting and upgrade trees.

-Added the ‘Single player experience’ to the GDD.

-We created a backlog for all the tasks we need to do.

-Created the tasks for next week.

-Talked about how the levels are going to be laid out

To do for next sprint:

-Jack Gilmour: Greybox a room for scale & stat testing

-Luke Baldwin: Sketch level layouts, Finalise game doc

-Lewis Arnold: Set up GitHub

-Daniel Bailey: Test AI behaviour of the monster

Meeting Ended: 12.30

Minute Taker: Jack Gilmour