Meeting minutes:

Urban Lizard Games

Date of Meeting: 22/02/2021

Time of meeting: 11.50

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

Apologies: N/A

Discussion:

Went over what the sequence of the player encountering the monster: The scripted event could be

Completed this sprint:

Jack Gilmour: Modelled the door, just needs texturing

Luke Baldwin: Wrote feedback write up, found sounds that can be used

Lewis Arnold: ---------

Daniel Bailey: Tweaked ai coding

To do for next sprint:

Jack Gilmour: Texture door, create other assets

Luke Baldwin: Look/create more sounds

Lewis Arnold: Tweak ai code

Daniel Bailey: Tweak battery code so bug is fixed

Meeting Ended: 12.48

Minute Taker: Jack Gilmour