Meeting minutes:

Urban Lizard Games

Date of Meeting: 23/11/2020

Time of meeting: 12.00

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

Apologies: N/A

Discussion:

We discussed what to do with textures and the time it takes to make them. In the end we decided to create a map to what textures go where.

Dan discussed how the new A.I system works.

We also discussed puzzles, with Luke uploading his ideas to Trello, Discord and the Design Document for Lewis and Dan to program

We finally discussed sanity tracking, being designated to Dan

To do for next sprint:

Jack Gilmour: Continue texturing the level

Lewis Arnold:

Daniel Bailey:

Luke Baldwin: Create a texture map to point to what texture goes where, and create a vent map for where the shadow monster can go

Meeting Ended: 12.20

Minute Taker: Jack Gilmour