Meeting minutes:

Urban Lizard Games

Date of Meeting: 18/01/2021

Time of meeting: 12.00

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

Apologies: N/A

Discussion:

Talked about how the underground level isn’t a typical layout, may have to redesign

Talked about the playtests, getting out of puzzles was confusing, Position of physical map is terrible, add animation to the monster going up vent as play tester thought it was a bug

Talked about how to sign to the player to where things are

Talked about how we will show the player the monster getting out of its cell and going up a vent

Also talked about adding other sound effects including wood creaking, editing footsteps and other sound effects

Any complications this week?

We had trouble exporting level models to Unity, which took a couple of days before the models were imported

Completed this sprint:

Jack Gilmour: Completed level models and texture

Luke Baldwin: Obtained/created battery, meds flashlight and door sound effects

Lewis Arnold: Completed code for releasing AI, implemented 3 out of 4 SFX gathered by Luke

Daniel Bailey: Completed code for releasing AI, implemented 3 out of 4 SFX gathered by Luke

To do for next sprint:

Jack Gilmour: Play the game and create feedback

Luke Baldwin: Play the game and create feedback, redesign the underground level

Lewis Arnold: Play the game and create feedback, Implement the door sound effect

Daniel Bailey: Play the game and create feedback, Implement the door sound effect

Meeting Ended: 12.40

Minute Taker: Jack Gilmour