Meeting minutes:

Urban Lizard Games

Date of Meeting: 29/03/2021

Time of meeting: 11.00

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

Apologies:

Items of discussion:

We explored Luke’s environmental assets, evaluating how appropriate they are. None was out of place and really emphasised the atmosphere. A Corridor needs assets as nothing is there. Some colliders need improving. The locked door leading to rest of the level has been changed to glass, meaning the first sight of the monster has to be redone.

Done this sprint:

Jack Gilmour: N/A

Luke Baldwin: Imported many environmental assets to decorate the level

Daniel Baldwin: Code improvements

Lewis Arnold: N/A

To do for next sprint:

Jack Gilmour: Finish cabinet models and implement them, decide on what to change when encountering the monster

Luke Baldwin: Finish adding environmental assets to the level, decide on what to change when encountering the monster

Daniel Bailey: Clean code, fix some coding

Lewis Arnold:

Meeting Ended:

Minute Taker: Jack Gilmour