**MEETING MINUTES: GROUP PROJECT**

Date of Meeting : 22/09/23

Time of Meeting : 9:07Am

Attendees:- Adam, Richard, Mike

Apologies from:-

**Item One:- Postmortem of previous week**

What went well : We narrowed down our initial idea before the start of the module, we got to work creating our ideas and produced a very quick sample of what the game should look like

What went badly : At this point we havnt found a fourth person to join the group, we need to make sure theyre on board with our idea before we push any further.

Feedback Received : Describing the game as “Cyber punk” may have been to broad, our idea may also not be very original due to its rougelite nature so maybe we need to develop it a bit more and or change it

Individual work completed:-

Adam: Pixelization shader, Rigidbody character controller, constructed the first scene, gathered reference material, setup camer and player, setup input manager, player animations, setup post processing in the scene, reworked the abilities, located useful packages, created a billboard shader, created a shader to see through buildings and objects when the player is occluded, (revised 3 times),

Mike:

Richard:

Aim for next week:- To start getting core gameplay mechanics in place, structure a basic map to allow us to get a base idea of what we are aiming for, further develop resources for referencing, start modelling more assets, develop art style more

Tasks for the current week:-

Adam -

Mike -

Richard -

Meeting Ended :- 11:15

Minute Taker:- Adam Baker