**MEETING MINUTES: Cast Aside**

**Week 3**

Date of Meeting: 9/10/23

Time of Meeting: 09:00

Attendees: - Mike, Adam, Richard

Apologies from: - Tom

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

What went well: Our team did work hard, but we all lost sight of the vision with this came, and have decided after this meeting to reroll Cast Aside from a third person platformer to an isometric puzzle game.

Individual work completed: -

**Mike**

Recreated main character.   
Created 2 Egyptian rooms.  
Animated character “pick up”  
Created Column.  
Created Crate.  
Added the rooms to the main map  
Competitor research in shadow games.

**Adam**Player health.  
Player functionality.  
Shadow functionality.  
Will try to do the tutorial if time permits.

**Richard**

Main menu scene set up.

Main menu functionality.

Main menu art and style.

Tied in with Adam to help on the shadow functionality.

**Tom**

N/A, did not attend meeting, was giving a misc. art task.

Item 2: - Overall Aim of the current weeks sprint

Our objective is to add some more functionality to things, get the games core loop in place for the rerolled game, and start creating things in the theme of the new game.

Tasks for the current week: -

Mike

Rerolling GDD   
Updating Pitch Deck  
Do some more level designing and scene work  
Implement roads  
Start asset creation for open world game using third party assets.

Adam

Will set up the initial game world space

Testing puzzle and implementation

Richard

Will do some more work with the main menu with things like audio and further detailing and functionality to bring it up to amazing, its good right now, but he feels he can do more with it.

Tom

N/A did not attend assigned new task and will reach out.

(These tasks to be uploaded and tracked on JIRA)

Item 3: - Any Other Business.

After this there will be a team videocall to do the branding and anything misc. related to branding and company tasks.

Meeting Ended: - 10.00

Minute Taker: - Mike