**MEETING MINUTES: Cast Aside**

**Week 6**

Date of Meeting: 6/11/23

Time of Meeting: 09:00

Attendees: - Mike, Adam, Richard

Apologies from: - Tom

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

What went well: Though our overall times were down this week, we did smash out a lot of tasks and conducted a lot of polish, we also got our game out to a few play testers in our target demographic and got some vital feedback which will all be bullet pointed below.

What went badly: There was a bit of a lost direction this week, and that was due to the team balancing between dissertation and this project. Some of the pinned tasks did not get complete, but it was expected, and has been planned for.

Feedback Received:

* Players were unsure of buttons
* Players kept getting stuck on the path and the snake
* Players were unsure of what to do when they got to the puzzles
* Players could not pause or exit the game, frustrating when stuck
* Players could not tell if their progress was saved when made
* Players said the world felt empty and needed more life
* Players really liked the Egypt desert theme
* Players quite enjoyed exploring and the shadow mechanics
* Players liked the character choices and design however there were issues saving it between scenes

Take away; players need more guidance, and want more interactivity in the world, but overall enjoyed the style and aesthetic and the puzzles when they could figure them out.

Individual work completed: -

**Mike**

2 slides of GDD done and updated.

Research into new target demographic.

Water shader added to map.

Minor changes to sand shader.

Water shaded added (issues).

Research into UI for mana- first draft of 2D completed, 3D draft abandoned.

Added more lights/fire to areas of the map.

Minor map changes (i.e. height and smoothing).

**Adam**Sand shader

See through stuff

Aid marker to move towards nearest puzzle

Added colliders to objects

Implemented view for puzzles (Feedback point)

**Richard**

Prefabs and mock ups for main menu

New prefabs for menu

Audio- button sounds, main menu

Art- locked menu, character button art

**Tom**

N/A, did not attend meeting

Item 2: - Overall Aim of the current weeks sprint

Our objective going into this week is to sweep as much as we can from the associated document “Tasks that need doing”. This has a bullet point list of things still needing to be done in game and out of game. Most of it is completion of level, tutorials, and polish.

Tasks for the current week: -

Mike

Will work on the Mana UI

Will update the GDD

Will look at creating and implementing 2 more character

Adam

Will finish implementing water shader (Mike had issue with no shader depth)

Will do the controls tutorial

Will do the puzzle tutorials

Will do the pause menu

Richard

Will do the main menu audio

Will do the in-game sounds

Will do the character hook ups to treasure chests

Will look at the save/load system for the player unlocking or progressing game.

Tom

N/A did not attend so still working on current task

(These tasks to be uploaded and tracked on JIRA)

Item 3: - Any Other Business.

It was a slow week from the team in large part due to them balancing the game with their dissertations, it was fine, and expected. They are redoubling efforts for 3 days this week and next week. And hopefully that means the game + all other required documentation should be in a good place and no crunch required.

Meeting Ended: - 09.30

Minute Taker: - Mike