**Meeting Report**

**03/02/20-** 2 Hours, Everyone Present

Concept design - shrunken artist/protagonist made of art supplies or mini

Enemies are craft supplies

Unreal Engine 4

*Actions:*

*Sam will set up a github and research UE4*

*Dan and Charlie will look at UE4*

*Paul will look for models/environments*

*Connor starts an art board/enemy designs*

**05/02/20-** 2 hours, Everyone Present

Ratchet and clank but focussed on speed and momentum

Enemies can be killed at speed, multiple movement options available

Possible backtracking with movement options not unlocked yet?

Locked camera that follows movement, or camera behind player (Mario 3d World)

Various technologies open themselves up to this- wall riding, double jump all possible

Unlocked after completing a level, or unlocked in level

Graded on speed and points at end of a level (like sonic)

Enemies must be attacked at certain timing or you collide with them and take damage

**06/02/20-** 2 hours, Everyone Present

Key ideas for weapons and controls made

rough level planning and potential threats

agreed to have weapon design split to be one person's vision and to roll with what we have

We want to get things done as quickly as possible as everyone is keen to start development but it must be done WELL!

**10/02/20-** 2 hours, Charlie, Connor and Sam

Discussed implementation of weapon designs from last week.

Delegated tasks for this week: starting on report:

Connor to do level and stage design/ skill gates, tutorials, general level and design overview

Charlie to work on cleaning and doing art for weapon and enemy designs

Paul to do UI

Sam to do movement and physics, and general game overview

Dan to do AI in enemy sections

**12/02/20-** 2 hours total, Dan, Connor and Sam

Discussed and tackled ongoing tasks

Clarified some control decisions with Dan

Connor continued level work

Sam continues mechanical and physics stuff

**16/02/20-** Discord Conference, 1 hour, Everyone Present

Design:

Intro: Redraw DUCKS and S&B logo

Character Movement: could do with some pictures of the games?

Weapons: Discuss. Are we done with these? just drawings left?

See weapons, but replace weapons with enemies.

UI: Bit short. What can we add?

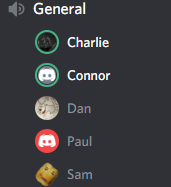
Level Design: ideally connor needs to keep updating this file.

Potential Improvements: SECTION NOT STARTED

Audio, sound, and music: SECTION NOT STARTED

Assign technical sections to people.

Discussion of implementation? What do we get started on now?



**19/02/20-** 3 hours, Sam, Connor, Charlie, Dan

Class diagram laid out and ready

Intricacies of camera and input layout ready

PSEUDOCODE NEEDED!

Connor continued on level design

Otherwise, continue on documentation. Getting there! Jon Cobb looked over documentation so far, "on the right track"

**24/02/20-** 3 hours, Everyone Present

Finalizing Design sections, major steps on technical. Report hopefully finished by the 1st

**26/02/20-** 2 hours, Sam, Connor, Dan, Charlie

More finalizing- Dan doing some AI development

8 Sections left to finalize! Getting close.

**02/03/20**- 2 Hours, Everyone Present

All sections finalized, working on pseudocode. Sam compiling and writing a finishing section with justifications. Connor and Paul working on implementation as all design sections are finished. Editing as a group after sam does a basic edit.