**Meeting Report**

**03/02/20**

2 hours total- all here

Shrunken artist/protagonist made of art supplies or mini

Enemies are drawings/art

Unreal!

*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 total- all here

Ratchet and clank but FAST

Enemies can be killed at speed, multiple movement options available

Possible backtracking with movement options not unlocked yet?

Locked camera that follows movement (think Mario 3d world)

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

Unlocked after completing a 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 total- all atleased showed up

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 total-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 enemies 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