**Level 4/5 – Group - 11**

**Date and time of meeting/ duration?**

* 2/11/2016 2 hours

**Who attended?**

* Tom Wenman
* Mark Key
* Mohammad Miah
* Jordan Marks

**Who didn’t attend and why? (If any)**

**Topic**

Scrapped the idea of using “Vellichor” and are now using “Rückkehrunruhe” (The feeling of returning home after an immersive trip only to find it fading rapidly from your awareness.)

As our previous plan didn’t look like a bookshop we decided on making the main character Lily, wake up after a party with a lot of friends. Lily partied alongside friends but didn’t result into drinking as much as others and her goal is to find the items the people lost in certain rooms.

**Main focus for the current week**

Get the first room plan finished (lounge) and several items that can be found scattered in the room. This room will be the starting room so it won’t be as hard to find items compared to future rooms (progressive difficulty).

**Steps:**

* Lounge and sprites will be finished by the end of the **weekend**.
* Rafik will practice using a c# script that will store the data of an item so it can then link to the check list artwork which will be done by Jordan.
* This will ensure that the player knows they’ve found the correct object and is marked off so they don’t have to keep on searching for an already found object. (Tutorials for code can be found on Unity/ Youtube).
* Research for hangover cures will be sorted by Tom so that Lily can regain consciousness of reality and spot items clearer for a short burst of time (power up).
* Rafik will also create a script which allows two items to react together. I.e. dragging a candle onto an ice cube will then melt it. This can be done by destroying an object and making a sprite appear once the correct object has collided with it.
* Artwork assets created by Mark, Tom and Jordan shall be in no later than Monday night so we can discuss/ bring up any issues on the Wednesday Morning. (Remember to bring up an issue as soon as possible as leaving it to the last minute will make all of us behind another week!)
* **The initial design layout for our previous version of the game will be used. (1024 x 2048 sized background) The only object changed will be the inventory, which will be taken place by the objects hidden list (Jordans task).**

**Plans for the week ahead**

Finish the first room design wise. Have some basic code that works and can then be implemented on the finished objects.

Work must be done by Monday 7th November.

Please remember to upload to Github and drag the task you’ve completed into verify. Also comment on the issue to say how long you spent on the task.