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| Manager: | Connor Wilby |
| Date: | 02/11/16 |
| Attendees: | All attended |

The group discussed the points brought up by Dave and decided to remove some superfluous features of the game and focus on one of the minigames, the sorting game.

We have also decided to refine our narrative to a criminal trying to erase the video footage of his crime, a murder, while at his victims desk. This narrative will be conveyed to the player through Email pop-ups similar to those produced by Outlook and changes on the 3D desk visible in the background.

This allowed us to refine our product backlog and cut down on the amount of work that needed doing, allowing for more focus on specific elements of the game and gameplay.

Tasks for this week:

# Callum: 2 Hours: Create a narrative using the Email pop-ups and desk changes as rewards

# 1 Hours: Create a simple lighting rig within unity 3D

# 1 Hour: Place the 3D assets into the unity scene so the desk looks like a used desk

Connor:

# Code task: 3 Hours: create the initial UI code.

Jake:

# 3 Hours: Create 2D assets for the Email matching game.

1 Hour: Create a 3D scene that can be used in a desk picture, this would include a detailed 3D person and a relatively plain back-ground. The scene does not have to be very large, but the person may be used in other elements of the game and should be fairly detailed.

Macaulay:

# 3 Hours: Design and create the fake OS for the puzzle matching game