Group meeting for 9th November –

Attendees – Zachari, Amy, Thomas, Daniel

9:20 – Meeting Started

9:25 – Discussing previous sprint and closing off the tasks and reviewing the tasks from the previous week. All of the tasks but one were in for the week which was the “Speech” Task, this will be moved to the next sprint and explained in more detail as this has been a problem task for 2 weeks now.

10:35 – Starting sorting out the tasks for this week and what needs to be done

11:00 – Group meeting at Robs

12:30 – Met back in the labs to begin setting out the tasks needed for next week

* Presentation for next week (4) ~ Zak
* Simple Speech in order to show in the prototype (3) ~Amy and Zak (Both)
* Compilation into the unity file of everything we have created prior to this (4) ~ Daniel
* A way for the player to interact with the speech and select items (2) ~ Daniel
* Make the comfort bar more presentable (2) ~ Backlog
* Create a string of dialogue that the characters will say (3) ~ Thomas
* Add sound to the game (2) ~ Backlog
* Create hint items that each of the NPC’s will be holding to add to the clues (3) ~ Thomas
* Art pieces to aid with the presentation visuals (3) ~Amy

1:15 pm – The sprint is now up and running for the group and all time allocated on the work. The meeting was now concluded