**Date:** *09/11/2016*

**Location:** Labs

**Attendants:**

Max Carter,

Charlie Crewe,

Ethan Ward,

Joe Sawyer,

Quwaine Dantes.

**Missing:**

No one

**Topic of meeting:**

*Re-evaluation and analysis of our game mechanics and concept.*

Agenda items:

* 1: Identify the game mechanic we can’t want to refine
* 2: Design a more involved game around the mechanic chosen
* 3: Align this game to meet the brief

**Moving forward:**

*What did we learn?*

*After our meeting with Dave we realised that our game mostly has fluff that won’t interest the player at the moment, and give the player no real attachment or get them playing the game right away. We were asking the player to invest too much time before they got to any real game player.*

*Where will we be moving/working towards this week?*

*We have designed a new game we will work on based of the original idea from the first presentation, the game will aim to play off hard and serious fun with having a scoring system for the serious fun and a high difficulty to meet the hard fun and some serious fun from the learning the game.*

*What is our plan for the following week?*

*Get a working prototype for the presentation next week, and to make sure that everyone understands the game we’re working on, and are all on the same page as we progress into the last three week rotation.*

**Tasks:**

Charlie:

Write up the game breakdown, design document, detailing what the player does in the game. 1h

Code an ability to create an AOE around the player that has a cooldown of 45 seconds. 2h

Code and ability to create a shield around the player that has a cooldown of 10 seconds. 1h

Max:

Write the tasks up on GitHub. 1h

Create a presentation for the meeting this Wednesday. 2h

Create the icon for the overload ability. 1h

Create the icon for the shield ability. 1h

Joe:

Create an asset for the electrical impulse sprite sheet fired by the brain, blue, 5 frames. 1h

Create an asset for the shield sprite sheet around the player, blue, 10 frames. 2h

Create four separate assets for the fog around the edge of the screen. 2h

Ethan:

Redesign the movement controls of the player, have the player move forward constantly and to be able to use a direction on WASD, to make the player move that direction. 2h

Have the enemies spawn off the screen and track the player. Have them path towards the player. 2h

Redesign the bullets so that they are fired on a mouse click in the direction of the mouse. 1h

Quwaine:

Create a sprite sheet for the interference one being destroyed. 2h

Create a sprite sheet for the interference two being destroyed. 2h

Create the outline for the score bar at the top of the screen. 1h

**Next Week’s Meetings:**

Friday: 1pm in Labs

Monday: 5pm in Labs

Wednesday: Xam in Labs

Wednesday: Presentation Xam in W114