Meeting Minutes 2017

6th January

* Email sent to organise a group meeting as little work was done over Christmas.
* Meeting set up for the 9th Jan to go over what we have left to do.
* Lee informed group he won’t be back until 13th Jan and will miss the meeting.
* Quick sprint set up by Aaron to do for the 11th Jan

9th January

* Group meeting
  + As stated in his email Lee could not attend the meeting.
  + Created a list of many tasks we need to do to complete our game. The list was then used to create our backlog on GitHub and give us an idea of what we have left.
  + Agreed that we all will need to do a few more tasks for the next few weeks to make up for the Christmas period (excluding Lee this week as Lee cannot work at home)
  + Updated the furniture list of models we need to now show which objects are complete to objects not started on.
  + Matt fixed the house model including texturing which means the house model is now complete
  + Normal sprint will be set up on 11th Jan

11th January

* Sprint was set up. Tasks are to focus on mainly models

16th January

* Group meeting with everyone:
  + Went over the tasks done during Christmas, we need to take on extra tasks for the next few weeks due to the lack of work done during the Christmas period.
  + Discussed next week task list – since we all are doing the game jam we won’t do extra tasks this week
  + Spoke about the Tranzfuser Project. We all agreed we will join the project, however we must have a minimum of 4 people in our group so we need to look out for anyone else interested in joining the Transfuser Project.
  + Looked into changing the art style for our game. We’re now focusing on a more realistic art style rather than plain minimal.

17th January

* Discussed changing the art style for our game. Since Matt has applied detailed textures to the house, the furniture must match it. Therefore, our art style is aimed towards realism.
* Since art style has changed, old models must be retextured to fit the theme and will need to be done on top of previous tasks

20th-22nd January

\*Group was unable to work on the game due to the Game Jam\*

24th January

* Group meeting planned for the 25th Jan at 9am. Need to discuss making the next presentation as we have one for a week’s time.

25th January

* Group meeting:
  + Went over tasks done this week and started to note down all the furniture needed to be done for next week’s presentation.
  + Started creating the presentation for next week
  + Agreed that everyone will take on more tasks for this week.
  + Agreed to have a group meeting on Monday 30th Jan to create remaining presentation slides and practice

26th January

* Emails sent detailing tasks being completed by group, queries on model textures such as the wood type and texture.
* Discussion over how to create the grandfather clock face which was settled with just a textured clock face. Whether we will model hands to show the time later on or not yet is still in question

29th January

* Meeting with group to create the presentation and decide who will say which slide
* Discussion about whether to go to Sutton Hoo to look at how the Victorian style furniture and room layout (did not go in the end)
* Going to practice over the next 2 days

1st February

* Group presentation
  + Animating the carer will be really difficult and will take a long time to do. The lecturers advised us to go with a different solution to this as it would be too much work.
  + The sliding box puzzle feels too non-diegetic and needs to be reconsidered to try feeling more like part of the game.
  + Player doesn’t really know why or what they’re doing. They need more of a set goal to follow
* Group meeting
  + The carer will now only appear when the lights go out. Therefore, we won’t see her around unless the power goes out and then becomes a threat.
  + The sliding box puzzle’s significant objects will be replaced with actual sliding box puzzles the player must look for. When they solve these they then must go back to the noticeboard and find that their significant item will be back there.
  + Talk about maybe between scene transitions there could be some way to keep up the mystery aspect of who the player is looking for.
  + Sound is seemingly being avoided for now due to how much sound we need
  + Talk about the trip to Sutton Hoo – could go to Christchurch manor as an alternative that is free and closer.