Minute Meetings: 16 of November 2016

Brief summery: The meeting basically entailed feedback from our second pitch, as well as tasks for completing the prologue.

The mechanics have now got a way to be all taugh to the player before danger is thrusted on the player and we have covered off all the assets we need. Starting by grayboxing the level and then making the level flow from the layout design we have.

We whiteboarded a few ideas and designs as well as list of tasks for the next 4 weeks.

Who attended: Samuel, Rob, Will, Anthony

The duration of the meeting: 1 hour and 14 minutes

What went well last week?

The communication was excellent this week as well as our uise of the git hub boards. The modular system has been completed allowing us to prototype and iterate levels much faster than with premade prefabs.

What was an issue last week?

The git hub boards were not being used by all memebers of the team causing slippage

Feedback from meetings with lecturers:

Rob said we need to focus on gameplay and getting a clear sense of gameplay by puzzles, as well as steven saying we need to prototype the watch to know how we are going to display infomation in unreal.

Other topics and notes: N/A