Minute Meetings: 22/2/17

Brief summery:

We discussed with Rob about the paper trail to see are progress needs to be improved with more minute meetings as well as having more emails, The Group also needed to have player feedback in order to have time to polish, From this feedback the plan we will be going for is that the next sprint will contain the survey and playtest the game to have the feedback worked on using the prebuilt survey. We want to work on the first and second level, before we even begin the third level, ensuring the current work is correct. Rob yearling was not in due to illness, we currently see a issue of communication to help development of models and bringing them into the levels being problem. For the tiles we need one more tiles, a set of stairs for progressing to the next level. we also need to clutter the levels to give more senses and immersion into the current levels, plus finishing the first puzzle. We aim to have the current levels fully complete before presentation to show both, playtest and the level live.

Who attended: Anthony, Sam, Will

The duration of the meeting: 25 minutes

What went well last week?

The AI is fully working with level and nav mesh as well as hitting the atmosphere we wanted.

What was an issue last week?

Communication, getting tasks followed throught on jira, issues with tile system

Feedback from meetings with lecturers:  
Rob: We need more emails, and we need to ensure play testing is done to progress.

Other topics and notes: