Meeting Minutes

Manager: Daniel Jamieson  
Date: 08/03/2017

Attendees: Daniel Jamieson, Anastazia Hunt, Daniel Beales.

Lewis Wilden did not attend, but has emailed.

09:00 – The group met in W419 for a meeting with Dave.

09:20 – The meeting with Dave began.

10:00 – The group presented to the room. We took upon the criticism given to us and decided to change a few features about out game. We need to create a way to stop the player from constantly shifting gravity in the game. We also need to think about how the players will contrast with the surroundings.

11:00 – The group moved to the labs to discuss the tasks for the sprint ahead:

Lewis Wilden:  
Create some mood boards for referencing while designing the art of the level.  
Research some sound effects for flipping gravity, jumping and switch door movement.

Anastazia Hunt:  
Create some art assets for level doors.  
Create an art asset for the platforms, walls and doors.  
Create an art asset for the ball.  
Finalize the art work for the background tiles.   
Finalize the art work for the player characters.  
Finalize the art work for the switch and switch door.

Daniel Beales:  
Investigate the effects of adding a cooldown to the gravity change button.  
Investigate the differences of not rotating the camera, but changing the object gravity.  
Play test the levels.

Daniel Jamieson:  
Implement the background tiles script.  
Update all of the levels with the current assets and prefabs.