Meeting Minutes

Manager: Daniel Jamieson  
Date: 29/03/2017

Attendees: Daniel Jamieson, Anastazia Hunt

Apologies: Lewis Wilden (emailed), Daniel Beales

11:00 – Meeting began. Presentation practice.

12:00 – Presentation began.

Presentation Feedback:

* Change Camera Mechanics to rotate around x axis
* Implement Art
* Focus on Core parts of game
* More focus onto art from all team members

12:30 – Group discussed tasks for the next week, and what needs to be completed before the end of the project.

13:30 – Meeting ended.

Tasks:

Lewis

* + Change switch colours to match theme of the game  
    (Use current game build for direction) 30m
  + Alternative tile style for level design 1h
  + Splash screen 3h
  + Credits screen 1h

Dan

* + Research further on target demographic (10-20YO M&F) 1h
  + Use current tutorial work to create an informative tutorial

From the perspective of tick and tock(characters) 2h

* + Appropriate sound efffects that go with theme 2h

chain door

ticking(one high one low)

grand father clock

* + Player character phrases 1h

(win, loss, tutorial) use characteristics from the character design

Me

* + camera flip around Y axis 3h

(when the camera gets to top, flip z pos on everything)

* + players wait in air 10m
  + high score on levels 2h
  + merge all versions of work 1h

Ana

* + Background Art 2h
  + Level exit 1.5h
  + Switch door and chain 30m
  + Side tiles 1h
  + Menu buttons 1h