# Meeting Minutes 04-04-18 Week 10 Master Class

Start time: 13:00pm

End time 14:30pm

Attended: Thomas Simmons, Douglas Simpson, Callam Mutton, Quwaine Dantes

Not Attended: N/A

Late Attendance: N/A

## What was discussed?

We all met up as a group on a discord chat group we created due to no everyone being available to meet in person. We all started with saying hello and asking how’s our Easter break is getting on and how we have progressed into our current tasks set on the 21-03-18.

We all started by reviewing Callams work, his tasks where to complete UI button and titles for our game menus and playable game as well as the meeting minutes document for the meeting that to place on the 14-03-18. We all looked at his work and as a group we thought this was done in an hour and didn’t show the amount of effort shown in his previous buttons and titles he did on the previous sprint so we decided to set him a task to improve it.

We then moved onto Quwaines tasks, he was tasked to create our menu backgrounds, the games background and playtesting between the dates of 21-03-18 to 02-04-18. Unfortunately he didn’t complete the background designs or the gameplay designs but he did do some playtesting, he was just in the process of tying up hat feedback he got in a document for all of us to see.

We then moved onto Thomas’s tasks which where to design some visual feedback from when the players submarines get damaged whist playing the game and to create an underwater explosion for the mines and the submarines being destroyed. Unfortunately he did not do any of this work due to matters out of his hands over Easter and dissertation work.

We then went into setting new tasks for the next sprint which would start on 04-04-18 and will end on 11-04-18. Thomas was tasked to create 2 more designs of submarines to add more options available to the players before the game starts with the visual feedback for the damage towards them.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

Callam Mutton progress:

* Created basic designs for UI

Quwaine Dantes progress:

* Playtesting completed just needs to document it

Douglas Simpson:

* Made the seaweed smaller and slower
* Placed mine layers above other obstacles so they’re easier to avoid
* Made submarines more durable and faster

## What still needs to get done

Thomas Simmons:

* Design the submarines to show visual feedback towards damage
* Complete meeting minutes for meetings
* Design concepts for 2 more subs from different countries

Quwaine Dantes:

* Complete gameplay playtesting
* Complete menu screen and game design backgrounds relating to the game theme

Callam Mutton:

* Complete meeting minutes for meeting on the 14-03-18
* Complete gameplay playtesting

Douglas Simpson:

* Work of the previous gameplay testing feedback
* Work on the game play UI
* Implement some of the sound effects created by Quwaine into the game.

Completed By: Thomas Simmons