# Meeting Minutes 13-04-18 Week 10 Master Class

Start time: 15:00pm

End time 16:00pm

Attended: Thomas Simmons, Douglas Simpson, Quwaine Dantes

Not Attended: Callam Mutton

Late Attendance: N/A

## What was discussed?

Thomas, Quwaine and Douglas created another discord group and had a voice chat meeting discussing the progress of the group work. Thomas had done no work due to his Final Project taking a lot more time to complete then he expected and said he will start to work on his tasks as soon as all the Final project work has been completed. Quwaine only completed his playtesting feedback tasks due to Final project work and his inability to complete the flags design task due to Thomas not completing his visual feedback tasks. Douglas did minimal again due to Final Project work but managed to implement the basics of the feedback we received from the previous sprint such as the obstacles and movement of the submarines. Callam wasn’t present in our meeting so we did’nt know his progress into his tasks but due to little activity on JIRA we assumed he did not complete his tasks either.

Quwaine showed us his playtesting feedback, Douglas thought the questions where a bit too vague so we decided to set a task stating to create a questionnaire document to Quwaine. Callam will be fixing the menu image he created previously and more playtesting feedback. Doug has the same tasks as well as implementing the sound effects and music to our game build. Thomas has the same tasks in the previous sprint as well as completing the meeting minutes and setting the tasks.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Completed meeting minutes

Callam Mutton progress:

* Completed meeting minutes
* Completed playtesting

Quwaine Dantes progress:

* Completed gameplay testing

Douglas Simpson:

* Basic feedback edits implemented into current game build

## 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
* Design underwater explosions for subs and mines

Quwaine Dantes:

* Complete flag designs on submarines
* Complete menu screen and game design backgrounds relating to the game theme
* Update how to play menus

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.
* Lock gameplay camera

Completed By: Thomas Simmons