# Meeting Minutes 14-02-18 Week 2 Master Class

Start time: 13:00pm

End time 13:30pm

Attended: Thomas Simmons, Douglas Simpson, Callam Mutton

Not Attended: Quwaine Dantes, no reason recorded

Late Attendance: N/A

## What was discussed?

We all met in the labs to discuss our progress towards the project. We started by looking at Douglas Simpson variation towards our game prototype. He was tasked to demon straight the submarines going up and down using the default keys on a computer keyboard. The players press and hold either the S or down arrow key and once they release this key the submarine floats back to the surface and shoots one torpedo in the process. The idea of this is the player timing their shot in order to hit the other player’s submarine.

We then looked at Thomas’s research tasks. He was tasked to research into potential submarine designs, obstacles designs and underwater terrain. To show this Thomas created moodboards of up to nine images. Thomas showed in his underwater terrain moodboard the potential mechanic of the submarines surfacing if the players choose not to press back down on the keyboard and the animations to show this. He also represented some underwater natural hazards which can add some extra challenge.

We then looked at his Submarine moodboard where he represented the potential designs of the submarines which can add more or less challenge towards the players as well as making the match more competitive fir example having an USA submarine against an Russian submarine.

Unfortunately Callam hasn’t completed any of his work tasked for the past week and Quwaine never turned up so we do not know his progress towards is prototype.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Completed how submarines work research
* Completed different designs of submarine research
* Completed under water terrain research

Callam Mutton progress:

* N/A

Quwaine Dantes progress:

* N/A

Douglas Simpson:

* Completed making simple prototype
* Blueprint code completed with no errors
* Set next sprint tasks

## What still needs to get done

Thomas Simmons:

* Complete obstacles research task
* Complete concept art for submarine designs
* Complete concept art for obstacle designs
* Complete concept art for underwater terrain

Quwaine Dantes:

* Create one variation of submarine level grey box

Callam Mutton:

* Research into the colour theory of sea environments
* Research into submarine art styles in games

Douglas Simpson:

* Continue with basic game prototype including surfacing draw back

Completed By: Thomas Simmons