# Meeting Minutes 21-02-18 Week 3 Master Class

Start time: 13:00pm

End time 13:45pm

Attended: Thomas Simmons, Douglas Simpson

Not Attended: Callam Mutton due to family & Quwaine Dantes due to being sick

Late Attendance: N/A

## What was discussed?

Thomas & Douglas met in the labs to discuss our progress towards the project. We started by looking at Douglas Simpson updated game prototype. He was tasked to add some the blueprint code towards the creation of the potential hazards we would like to include in our game level, this includes sea-weed and rocks. The sea-weed is supposed to slow down the player’s submarine making it easier for their opponent to shoot at them. The sea-weed spawns at a random time and space on the map. This is also same with the rocks other than the rocks deal damage. He was also tasked to create an aerial threat for the players underwater so he chose to have charges which are dropped by ships on the water’s surface. This proved to be a little difficult and wished to have more time to complete it.

We then went and looked at Thomas’s work. He was tasked to complete the concept designs of the submarines to a better standard due to some of the lines being inaccurate and messy. He was suggested to use the line tool or the pencil tool to make these lines better. He did this and the submarine concept designs where done to a better standard than they were before. He was also tasked to complete the concept designs of the hazards like the surface rocks, sea-weed and other potential hazards that can make the game more interesting to play. He chose to create a blue whale, surface rocks as well as rocks moving along the game level as well as the sea-weed.

Quwaine was tasksed to complete our target audience and Game loop research for presentation purposes. He completed this with some god details but Thomas or Douglas couldn’t understand some of his points or reasons towards some of his loops and he being absent we couldn’t ask what he meant.

Callan again didn’t complete his tasks and was given the tasks he hasn’t completed for next week’s sprint

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Completed submarine design concepts
* Researched into basic hazard design concepts
* Designed basic hazard design concepts

Callam Mutton progress:

* N/A

Quwaine Dantes progress:

* Completed target audience research
* Completed game loops research

Douglas Simpson:

* Party completed surface hazard blueprint
* Completed sea-weed hazard blueprint
* Completed rocks hazard blueprint

## What still needs to get done

Thomas Simmons:

* Completed designing submarine designs
* Create concept art for environment designs and hazards
* Research into environmental hazards for submarines

Quwaine Dantes:

* Complete concept design props art ready for the game
* Create some more concept art designs to use in the game

Callam Mutton:

* Research into the colour theory of sea environments
* Research into submarine art styles in games
* Reseach into UI designs
* Create some UI designs

Douglas Simpson:

* Continue working on surface charges blueprint
* Work on the player death animation including an explosion

Completed By: Thomas Simmons