# Meeting Minutes 21-03-18 Week 8 Master Class

Start time: 15:00pm

End time 16:00pm

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 and all on time in the games design labs. We first reviewed the work done by all group members in the previous sprint. Douglas Simpson was tasked to complete the required edits from our first playtesting sessions with fellow students in the games labs; they were to make the seaweed smaller, submarines more durable and faster and to change the layering of some of the obstacles. He did this to a great standard and the whole group was happy with what he produced.

We then reviewed Thomas Simmons work done on the previous sprint. He was tasked to great an battleship to be used to drop the surface charges on top of both players, also was tasked to create and design the surface charges and to create three stages of torpedoes to correspond with the stages of submarines available to the players. The battleship was designed perfectly and had enough remaining space for the surface charges to be placed on the ship. The design of the surface charges where great and there was space that can be used as a hit point on the charge which can be used in the game. The torpedoes where designed well yet may need some editing mostly on the size if needed later into the project.

Callam Mutton was tasked to complete the meeting minutes on the 21-03-18 meeting and to create the UI button and Menu heading for our game menu. The buttons where very consistent and stood out from the light blue background we have been using as a placeholder, this is the same with the menu headings and descriptions. Unfortunately he did not complete the meeting minutes so we gave him the task again to complete.

Quwaine Dantes was tasked to complete the designing of the flags on the submarines so they look like they are part of the submarine. He was also tasked to complete the sound effects that will be used for the pressing of the buttons, the movement of the submarines and obstacles and the launching effect for the depth charges and torpedoes. He completed all this to an good standard.

Once we completed reviewing all our work we then got to setting tasks for Easter break. Thomas suggested having a two week sprint over Easter so we have time to complete dissertation work over this period of time; the group thought this was a good idea. Thomas also wanted to create some visual feedback towards the damaging of the submarines to try and engage the player more in the game when they are low on heath, this may be a challenge to implement yet the group thought this may be possible with sprite sheets so he was tasked to do that. Thomas was also tasked to create a better underwater explosion when the mines are set off and when the submarines have been destroyed.

Douglas was tasked to create a menu screen for the selection of the submarines before the game starts and to game balance each submarine so the game is fair. He also was tasked to complete and edit the game based on the playtesting feedback we received on the previous sprint and to fix the UI shown whist the game is being played, also to implement the sound effects to the correct places in our game.

Quwaine was tasked to complete the backgrounds for our menu screens and the playable game, this must relate to our underwater theme and also he was tasked to complete some playtesting of our current game build between the dates of 21-03-18 to 02-04-18.

Callam was tasked to complete his previous task of meeting minutes for the meeting that took place on the 14-03-18 and to get some playtesting feedback between the dates of 03-04-18 to 11-04-18

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Created and designed battleships (J class)
* Created 3 stages of torpedoes to correspond with the submarine stages
* Created and designed the depth charges dropped by the battleships

Callam Mutton progress:

* Created and designed buttons and menus headings for menu screens and game

Quwaine Dantes progress:

* Completed making the countries flags on the submarines look better

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