# Meeting Minutes 28-02-18 Week 4 Master Class

Start time: 16:30pm

End time 17:15pm

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

Not Attended: N/A

Late Attendance: N/A

## What was discussed?

We all met in the labs to review everyone’s work from the previous sprint and to create the next sprint worth of work. We started at Douglas’s updated prototype, unfortunately he didn’t upload the most recent build so we couldn’t have a look at it but he explained what he has changed compared to his previous build.

We then moved onto Thomas’s work. He was tasked to complete 3 concept designs of the submarines using his referenced mood board as a guide to what colours to use due to the incomplete task of colour theory. He completed this task to a good standard and the group liked that he used a different grey as the base colour on each submarine. He was also tasked to create some concept designs for the environments the players will be fighting in. he chose a rocky environment especially at the bottom of the sea environment so the players can’t just sit at the bottom of the level. He also chose did a gas pocket environment with has the same idea but has the element of chance added. He also did a land fill design where the level gets smaller and smaller as the players fight, making it harder to dodge each other shots. And lastly an underwater volcano where the players have to fight against the clock and if the fight is still going on after the time limit end they both die.

Quwaine was tasked to complete the designs of the props Thomas made the concepts of. He completed all 6 to a great standard which the whole group liked.

Callam again didn’t complete any work and we all made him aware that if he hasn’t completed any work for the following sprint we will be escalating him.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Designed basic hazard design concepts
* Completed 3 designs of submarines

Callam Mutton progress:

* N/A

Quwaine Dantes progress:

* Completed props artwork ready for the game level

Douglas Simpson:

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

## What still needs to get done

Thomas Simmons:

* Design the remaining 6 submarines so they can be used in the game
* Complete meeting minutes for meetings
* Design concepts for 2 more subs from different countries

Quwaine Dantes:

* Complete the music we can use for our game
* Complete the sound effects we can use for our 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