# Meeting Minutes 06-02-18 Semester 2 week 2 (week 14)

Start time: 15:00pm

End time 16:30pm

Attended: Thomas Simmons, Quwaine Dantes, Callam Mutton

Not Attended: N/A

## What was discussed?

Thomas, Quwaine and Callam when arriving at the meeting first reviewed all the work done across semester 2 week 1 sprint. We first looked at Thomas’s work which was to research, design and create the samurai bird design with a spite sheet to use for the game. Thomas showed all the progress and steps he made in order to create a good samurai bird. Both group members liked it a lot. Thomas was also tasked to create 6 props which can potentially be used in our game once all the core elements have been completed. He created a snowflake, ladder, ninja star, iceberg lettuce, level key and death spikes. He used the same canvas size so then it would be easier to create blueprints for them once imported into the game. He also was tasked to research into our target audience towards our game and after much research he chose to pick male and females aged between 13-25.

We then reviewed Quwaines work. He was tasked to research into potential menu designs we can use for our game as well as the layout and what other menu buttons will be available to the payer for example controls and settings as well as playing the game. He looked into several games which have a similar theme to our own. He also started to work on our game prototype and used grey boxes etc to act as placeholders for the artwork and props that are yet to be made.

Callam was tasked to research into the game loops we can use for our presentation on the 7th February. This included core game, positive and negative, compulsion and loss prevention game loops. He completed the core game loop and most of the positive game loop but no other. In order to complete this task he asked for some more time. He was also tasked to create some platformer designs which can be used once Quwaine completes the grey box prototype. He did complete a few platforms that can be used but this tasks was half way complete and was dragged onto the next sprint.

We then started to work on our group presentation on 7th February. We added all the work we have done over xmas sprints and the first week back but we all agreed to not show our basic grey box prototype due to the mass amounts of work yet to be done on it.

## Where the project is currently:

Our project progress in the past sprint week has been the following:

Thomas Simmons progress:

* Completed samurai bird design
* Completed research into target audience
* Completed 6 of 12 props to use in level
* Created files so blueprinting would be easier

Callam Mutton progress:

* Researched into core game loop
* Mostly researched into positive game loop
* Complete 3 possible platformer designs

Quwaine Dantes progress:

* Started with game prototype
* Completed game brief explaining what we aim to do
* Researched into potential game menus and options for the player

## What still needs to get done

Thomas Simmons:

* Research into ninja rabbit player caharcter
* Design ninja rabbit player character
* Complete 6 more props which can be used
* Research into Target Physio-graphic

Quwaine Dantes:

* Complete grey box level for level one
* Start with blueprinting on grey box level
* Complete menu design
* Take all complete props and character artwork and import into level

Callam Mutton:

* Work on creating 6 more pickups we can potentially use for our game
* Work on an tile set for the platforms for our game
* Document all the different game loops for our game and how we can use them.