# Meeting Minutes 14-02-18 Semester 2 week 3 (week 17)

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 spider and ninja rabbit design with a spite sheet to use for the game. Thomas showed all the progress and steps he made to create the sprite sheets. Both group members liked the work that was done. 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 Quwaine’s work. He was tasked to create the level based on the design that Callam had done, unfortunately due to Callam completing his task on the 14/02/18 he was unable to complete his task. He was also tasked to import all assets that had been made thus far into the game project and create the flipbook animations for the enemies and the player which was completed.

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 still has not fully completed this task. 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. Because of this the level design could not be completed so he has been asked to make a tile set of 12 sprites by Saturday so a working porotype can be made by the end of this current sprint

## Where the project is currently:

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

Thomas Simmons progress:

* Completed samurai spider design and sprite
* Completed ninja rabbit design and sprite
* Completed props needed for level
* Completed task creation for the week

Callam Mutton progress:

* Researched into core game loop
* Created the meeting minutes for last week
* Complete level design (though this was done 2 hours before the meeting)

Quwaine Dantes progress:

* Imported all the art assets into the game and made the animations uses UE4’s flipbook tool
* Completed mood boards on menus for our game, taking examples from games with clear and simple menu designs as well as games from the genre of game we are making (platform games)
* Referenced all the images used to create the mood boards for our game

## What still needs to get done

Thomas Simmons:

* Create art for our UI
* Complete art for our game menu
* Complete sprite sheet animation
* Research into Target Physio-graphic
* Work on our prototype on the 15th as a group

Quwaine Dantes:

* Complete the enemy movement in our game
* Work on our prototype on the 15th as a group

Callam Mutton:

* Work on a tile set for the platforms for our game and additional hazards for our level (totalling 12 sprites that need to be done)
* Continue with working on our game loops (positive and negative and the core game loop)
* Work on our prototype on the 15th as a group