# Meeting Minutes 16-01-18 Xmas Sprint 2

Start time: 13:30pm

End time 15:00pm

Attended: Thomas Simmons, Quwaine Dantes

Not Attended: Callam Mutton due to family reasons

## What was discussed?

Thomas and Quwaine when arriving at the meeting first reviewed all the work done across xmas sprint 1 and 2. Quwaine liked the current spider and bird design but said it could be hard to animate. Thomas also liked the base plan for the first level created by Quwaine but had to ask him for descriptions for pats of the map, specifically the bird.

We then moved onto the creation of our first grey box level scene for our game. Quwaine showed what he had and what he plans to add on and what time. Thomas was happy with this plan.

We then moved onto task setting for the next two weeks ending on Wednesday 31st January. Quwaine wanted to work on completing the first level grey box design and creating a plan for the second level. Also Thomas considered stating to consider a menu design but recognises that the final personal project work could get in the way so elected to do this task himself if Quwaine couldn’t do it before Wednesday 24th January.

We then called Callam to discuss his progress and o upload any work that has been done even if incomplete. Callam did tis and despite some tasks not being complete what he had was very good. We then all agreed he can work on the display of the HUD in the game and research into current games and how they set up their HUDS.

## Where the project is currently:

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

Thomas Simmons progress:

* Researched and designed samurai bird
* Researched and designed shogun spider
* Created sprite sheet for samurai bird and shogun spider
* Created new folders in repository for game idea
* Created moodboards for game background

Callam Mutton progress:

* Completed design of players avatar character ninja rabbit
* Completed research for ninja rabbit design
* Started to work on spider shogun design with cartoon theme
* Started with ninja rabbit sprite sheet

Quwaine Dantes progress:

* Researched into similar designed games and its gameplay
* Researched into similar mechanics in games
* Created level one design plan
* Started t work on an grey box level for level one

## What still needs to get done

Thomas Simmons:

* Needs to complete all movement of the bird for sprite sheet
* Work on the spider shogun design
* Start working on the game pickups and bonuses for the player

Quwaine Dantes:

* Complete grey box level for level one
* Create design plan for level two
* Be a bit clearer on what he’s trying to represent in the design files

Callam Mutton:

* Needs to complete tasks from Xmas Sprint 2
* Working on HUD designs for the game.