# Meeting Minutes 30-01-18 Semester 2 week 1 (week 13)

Start time: 16:00pm

End time 17:30pm

Attended: Thomas Simmons, Quwaine Dantes, Callam Mutton

Not Attended: N/A

## What was discussed?

Thomas and Quwaine when arriving at the meeting first reviewed all the work done across xmas sprint 3. We first looked at Quwaine’s progress towards the level design on Unreal 4, Thomas liked how the map was laid out yet it was far from complete. Thomas then mentioned the difficulty of the samurai bird animation which he tried to complete and after some discussion he decided to restart his task.

We then moved onto callams tasks on the HUD research for our game and what he found was pretty good and relevant to our chosen theme for example using the very well-known Japanese symbols to customise our menu and HUD buttons available to the player.

Quwaine then pointed out that we need to decide on making our artwork realistic or cartoon. Callam wanted to do cartoon and Thomas wanted to do realistic both of which was towards the characters. We then all looked at the current progress of both themes and Callam didn’t do as much as Thomas so we chose to do a realistic theme whist callam can design the Pick-Ups and the platformers to use in the level.

We then got to work creating our presentation for our fourth pitch due in for next Wednesday (07-02-18). We then immediately realised we haven’t done any target audience/ demographic or Physiographic as well as all our game loops and brief. We know this is essential to passing the module so Thomas chose to do target audience and physiographic Quwaine chose to do the brief and Callam the game loops. We chose these because our previous two attempts at game research all three of us did the same research so we know what we were looking for.

## Where the project is currently:

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

Thomas Simmons progress:

* Edited shogun spider
* Tried to complete samurai bird design
* Completed 4 props to use as pickups in the game
* Researched into potential game platformers (tile sets)
* Researched into potential props we can use
* Rearranged folders in repository to make it easier to find new work

Callam Mutton progress:

* Started with ninja rabbit sprite sheet
* Researched into HUD options
* Researched into Japanese theme to use for HUD and menu
* Half way to completing spider sprite sheet cartoon theme

Quwaine Dantes progress:

* Created level two design plan
* working on an grey box level for level one
* followed design plan which objects found on Unreal 4
* completed basic code to make the game work
* Started work on game menu design.

## What still needs to get done

Thomas Simmons:

* Restart samurai bird design and make sure can animate better
* Start with the ninja rabbit design
* Complete 2 more props as part of previous pickups tasks
* Research and document target audience and Physiographic
* Start work on pitch 4 presentation

Quwaine Dantes:

* Complete grey box level for level one
* Design an game brief we can follow and represent in our pitch
* Start with blueprinting on grey box level
* Complete menu design

Callam Mutton:

* Needs to complete tasks from Xmas Sprint 3
* 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.