# Meeting Minutes 05-03-2018

Start time: 14:30

End time 15:00

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 5 sprint. We first looked at Thomas’s work which was to create the buttons and menu for the UI. Thomas showed all the progress and steps he made in order to create the buttons. Both group members liked it . Thomas was also tasked to wrok on the protoype with the group which will be done after the meeting held today. We then reviewed Quwaines work. He was tasked to create the moving platform, import the animations and make the movement for the enemy characters, create the blueprint for the mechincs used in the game, and fix the character movement. The progress that was made was the completion of the character movement, the completion of moving platforms and was told that the blueprints and enemy movement was still in progress. Quwaine was also tasked to wrok on the protoype with the group which will be done after the meeting held today. Callam was tasked with researching ui, and creating a tileset. He had not completed the tileset or the reaseach on the UI though he said he would get it done by the end of Tuesday. Callum was also tasked to wrok on the protoype with the group which will be done after the meeting held today.

## Where the project is currently:

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

Thomas Simmons progress:

* Completed buttons design for the ui
* Completed working on prototype as a group
* Completed 6 of 12 props to use in level
* Created files so blueprinting would be easier
* Worked on presentation

Callam Mutton progress:

* Tileset (incomplete)
* Completed working on prototype as a group
* Worked on presentation

Quwaine Dantes progress:

* Character movement completed
* Platforms moving as desired
* Animations of enemies added into game
* Completed working on prototype as a group
* Worked on presentation

## What still needs to get done

Thomas Simmons:

* Complete the rest of ui buttons
* Character level sequence
* presentation

Quwaine Dantes:

* Enemy movement
* Bluepritnts for mechanics
* Presentation

Callam Mutton:

* Research on ui design
* 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.
* presentation

Completed By: Quwaine