# Meeting Minutes 21-03-18 Semester 2 week 8 (week 22)

Start time: 13:30pm

End time 15:00pm

Attended: Thomas Simmons, Quwaine Dantes

Late Attended:

Not Attended: Callam Mutton due to personal reasons

## What was discussed?

At 1:30pm Thomas Simmons and Quwain Dantes met up to have an meeting with Rob Kurta regarding our group project progress from our last voided group presentation weeks ago. Robert wanted to know how the group was getting on and the work effort in the past few weeks to finish our group game project. Quwaine responded saying it hasn’t progressed to much yet Thomas is trying to help him with the blueprinting and complete an playable game. Thomas mentioned that in one of our recent group meetings Callam admitted he just wanted to get a pass in this module due to retaking it from last year. Robert was very surprised to hear this and may explain the low morale the group has been having in recent weeks as he observed us.

Unfortunately Callam wasn’t in the meeting to explain him so Robert suggested we give him simple not so important tasks from now on and if he wants more work we can give it to him. He then asked if we can complete the game as a group of 2 plus Callam and we believed we could. From now on Robert will keep a closer eye on our group progress.

After this meeting we planned out some tasks to complete over the Easter break. Thomas has the tasks to complete the UI and Menus HUD for our game, improve the spider animation because it was very clunky and not a very smooth walk compared to the bird animation. Quwaine has been tasked to create a background for our main menu, menu screens and when the game is being played. Also to include the entire pickup inventory available to the player in the game. Callam was given the same tasks from the previous sprint.

## Where the project is currently:

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

Thomas Simmons progress:

* Started work on implementing the Menu buttons and titles in UE4
* Worked on the movement sequences for the sprider and the bird throughout the level.
* Created all moving platforms using the level design guide

Callam Mutton progress:

* Improved tile set for game level

Quwaine Dantes progress:

* Using the new tileset given the map was edited
* Used player sprite sheet and used to create animation of players character
* Got basic blueprints ready for pick-ups and key.

## What still needs to get done

Thomas Simmons:

* Research into Target Physio-graphic
* Complete menu screen and other screens for the game
* Create simple UI designs
* Edit spider animation

Quwaine Dantes:

* Create backgrounds for the menus and the playable level
* Omplete code for pickups and import pick-ups

Callam Mutton:

* Work on design documentation for all the objects and characters in the game
* Finish game loops research

Completed By: Thomas Simmons