Meeting Minutes (29th Nov 2017)

Start time: 10:00am

End time: 11:20am

Attended: Thomas Simmons, Blake Hewit, Callam Mutton

Not Attended: Quwaine Dantes-McPherson – due to family issues

What was discussed?

We all met up and discussed what we had worked on in the previous sprint. As Quwaine wasn’t able to attend, the rest of the group were unable to access the prototype, due to technical issues.

Thomas Simmons showed us the current progress on the 3D models he is creating for the background. For the coming sprint, he will be working on a grey box design for the level.

Callam was asked to create some simple sprite sheet animations based on his final character design.

Blake was able to show some UI elements that can be used in the game and will be creating a few more examples for use.

The tasks were set by Thomas, with Blake creating the minute’s document this week.