# Meeting Minutes 21-02-18 Semester 2 week 4 (week 18)

Start time: 14:00pm

End time 15:00pm

Attended: Thomas Simmons, Callam Mutton

Late Attended: Quwaine Dates due to sickness (came in at 5pm)

Not Attended: N/A

## What was discussed?

Thomas and Callam when arriving at the meeting first reviewed all the work done across semester 2 week 3 sprints. We first looked at Thomas’s work; he was tasked to create the sprite sheets for both a health system towards the player and a life system. The health system is represented with an iceberg lettuce reducing in its colour content as the player takes damage vice versa. The life system is represented with four ice burg lettuces and one disappears as the player dies within the level. He was also tasked to create buttons for the game screens such as main menu, controls and objective. He completed the buttons Play, Pause, Quit and menu buttons and needs to complete Controls, Objective and buttons such as right and left arrows, he said he will complete this as one of his tasks.

We then looked into Callam’s work, he was tasked to complete our games tile set before Saturday 18th February which he was able to do but the tile set was not of the greatest quality and Quwaine was unable to use this tile set effectively due to them being to bunched up and Unreal Engine couldn’t split up the sprites. We was also tasked to complete our game loops research based towards our target audience which did complete and effectively. Quwaine wasn’t with us due to being sick.

Later into the day at around 5pm Quwaine came in and Thomas discussed what was said in the meeting earlier in the day. Quwaine was then tasked the blueprints for the platforms, character and enemy sprites.

## Where the project is currently:

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

Thomas Simmons progress:

* Completed most of the buttons for the menu screens
* Completed artwork for health and life systems

Callam Mutton progress:

* First attempt at creating game tile set for our prototype
* Completed all game loops towards game target audience

Quwaine Dantes progress:

* Imported all the art assets into the game and made the animations uses UE4’s flipbook tool
* Imported first version of tile set and created basic level

## What still needs to get done

Thomas Simmons:

* Research into Target Physio-graphic
* Work on our prototype on the 28th as a group
* Complete menu screen buttons design
* Complete colouring in menu design buttons
* Create simple UI designs

Quwaine Dantes:

* Complete the enemy movement in our game
* Work on our prototype on the 28th as a group
* With tile set version two complete level design
* Complete player movement sprite sheets

Callam Mutton:

* Work on a tile set for the platforms for our game and additional hazards for our level (totalling 12 sprites that need to be done)
* Work on our prototype on the 28th as a group

Completed By: Thomas Simmons