Meeting Minutes

Date: 14/02/18

Time: 10am – 12pm

**Attendees**

Courtney

Heather

Lewis

**Absentees**

Tom

**Purpose Of Meeting.**

To discuss presentation feedback, to check progress of the work and show each others progress. To plan the next sprint.

**Outcome Of Meeting**

The general feedback from the presentation was that the group didn’t show enough information about the puzzles, how they work, what the progression and rewards are and how the puzzles relate to the Light resource.

The other feedback related to aesthetics – the game is too dark, and needs compositional work to improve the way it looks in terms of props, camera effects, visual feedback.

The group discussed the limitations/issues with the current third person controller and decided on two realistic ways to resolve the issues:

1. To upgrade the project version to unity 2017 to make use of the free third person controller asset, which will resolve the issue of the camera clipping through walls. This will also be of benefit because of the graphical improvements made to unity 2017.
2. To make the game first person. This could be an issue because the mirror rotation is reliant on the cursor being free moving to work.

Heather will test if the first person controller will work with the mirrors and report back her findings, if it doesn’t work she will upgrade the project to 2017 and use the new third person controller.

The group don’t have any assets to make anymore, and everything is about fixing and polishing the game. There are still some minor things to include in relation to feedback and collectables. However the rest of the work is to playtest and report the findings.

Lewis

* Bug fixing.
* Playtesting.

Courtney

* Playtest.

Tom

* Playtest (self or others)

Heather

* Putting levels together as described in the level design documents.
* Impliment audio/ visual feedback.
* Managerial tasks.