Meeting Minutes

Date: 14/12/17

Time: 1pm – 4pm

**Attendees**

Courtney

Heather

Tom

**Absentees**

Lewis

**Purpose Of Meeting.**

To discuss presentation feedback and compile tasks for over the winter break.

**Outcome Of Meeting**

Lewis

* Create ui feedback popups for when players walk close to objects they can interact with. 2h
* Iterate the puzzle so it works in the following way:
  + The puzzle will not work unless all of the objects are in place, and the player is place in the centre. 2h
  + players explore to collect 3-4 mirrors. 2h
  + Players take the mirrors to the puzzle room and place them on empty platforms. 3h
  + Players can now complete the puzzle.
* Impliment destructible obstacles (Vines/boulder).2h
* Impliment a main menu, options screen, loading screen and death/retry screen. 4h
* Impliment the save feature, so players can save the game and load from their previous save. 3h
* Bug fixing (as required).

Courtney

* Bed 2h
* Screen 2h
* Trolley 2h
* Bin 2h
* light drip (IV drip) for the fuel refill. 3h
* Research and create a document of at least 3 ways to provide visual feedback to the player. 1h
* Playtest (self, or others).

Tom

* Shield 2h
* Headdress 2h
* Barrel 2h
* pillar one whole one broken 3h
* ice destructible 1h
* treasure chest 1h
* research and create a document of at least 3 ways to provide Audio feedback to the player. 1h
* Stalagmites.1h
* Playtest (self or others)

Heather

* Skeleton 2h
* Wheelchair 1h
* Machinery 3h
* Corridor with puzzle room 1h
* 2 Thrones 4h
* character iteration – modelling, texturing, animations 4h
* fire god iteration – modelling, texturing animations. 4h
* Lighting – tutorial and light corridor/puzzle room.4h