Meeting Minutes

Date: 26/10/17

Time: 1pm – 4pm

**Attendees**

Courtney

Heather

Lewis

Tom

**Absentees**

None

**Purpose Of Meeting.**

To confirm the requirements for the sprint in order to have the core game-play loop playable ready for playtesting and the next presentation.

**Outcome Of Meeting**

Confirmed the gameplay loop : puzzle, combat, reward.

Still required for the complete loop are:

* Player combat. Agreed to be a single button push that knocks enemies back. This attack will be colour coordinated so a certain colour is for a certain enemy. Plus a button to switch the colour of the oil. (Lewis)
* The boss phases (attack, player attack, puzzle, reward player). (Lewis)
* More refinement on the light reflection puzzle. (Lewis).
* The main level and boss level to be created using the assets. (Courtney).
* The enemies rigged and animated. (Heather)
* The boss created, rigged and animated. (Heather)
* Collectables created. (Courtney)
* Collectables implemented (collectable, monetary value assigned). (Heather)
* The shop needs to be created for the player to sell/buy collectables. (Heather)
* The torches created for players to use as checkpoints. (Tom)
* Checkpoints implemented. (Lewis).
* More tiles for the tile set. (Tom).