**Meeting Minutes – Level 6 Group 6**

**Time**: 7th February 2018 1:00pm

**Place of Meeting:** A212

**Attendees:** Alex Polley, Callum Walsh, George Flude, Charlie Crewe

**Agenda**

* Discuss the feeback we received from the presentations
* Figure out what still needs to be completed by the next pitch
* Allocate jobs based on workload in the project
* Project Management

**Topics of Discussion**

* The prototype build needs to rebuilt from scratch, improving the scripts written for it, and including only the latest models and art for the game
* This may take several weeks, but the core game has been worked on, and the levels just need polish
* The APK should be updated to reflect the new changes
* Using A/B Testing to test certain elements of the game that need the input of the player to determine if they’re appropriate
* Improvements suggested by George
  + Maintaining a consistent theme based on the original research would be easier to imlement now the project is beign rebuilt
  + Provided proof of concept for ideas that can be used, and can run efficiently on the mobile platform
  + Visual feedback should be tested on the target demographic before finalising
  + A risk assessment should be written up to make sure that the final few weeks can effectively combat any problems in the project
* Changes to theme and visual feedback have been put on the backburner, looking at implementing these if we get Transfuzer funding
* George has written up a risk assessment
* Project Management needs work
  + This means writing up the past meeting minutes and commiting them
  + Sorting through the backlog to weed out any tasks that have been completed and forgotten
  + ***Members need to email more!***
* Our feedback questioned whether we had considered audio for our project, so this is something that could be tested on our audience before a final commitment is made

**Tasks**

* Callum
  + Audio
    - Finding (or making if you feel skilled enough) audio that can be used as ambient background music/sounds
    - Finding audio for the feedback for the player input
  + Level Design on the new project
* George
  + Polishing of 3D Models
  + Project Management cleanup
  + Texturing of assets tests
* Charlie
  + Work on creating a new project for the game
  + Collab with other members for level design using the assets produced
  + Implenting the audio and art into the new game
* Alex
  + Texturing of assets
  + Polishing 3D Models

**Next meeting scheduled for Tuesday 13th February 2018**