**Meeting Minutes – Level 6 Group 6**

**Time**: 14th February 2018 11:00am

**Place of Meeting:** A212

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

**Agenda**

* Discuss the tasks completed or not completed this week
* Allocate jobs based on workload in the project. Whats left to do? What can be completed after Transfuzer

**Topics of Discussion**

* Callum has to upload the audio for his task
* Charlie has to complete the island mechanic that he has been working on
* Alex has polished some models and produced textures for some of the models
  + This includes cleaning up topology where it is illegal
* George has worked on models and textures also
  + Produced textures for models
  + Prodcued polished versions of models
  + Produced more models

**Tasks**

* Callum
  + Wants to work on designign levels
* George
  + Polishing of 3D Models
  + Project Management cleanup
  + Texturing of assets tests
* Charlie
  + Wants to implement the audio int he final game
  + Wants to implement the island mechanics
* Alex
  + Wants to produce emissive maps to put in the game
  + Polishing models to include textures and better topology
  + Wants to work on designing levels

**Next meeting scheduled for Wednesday 21st February 2018**