**Meeting Minutes – Level 6 Group 6**

**Time**: 21st February 2018 10:30am

**Place of Meeting:** A212

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

**Agenda**

* Discuss the new polished models for the game
* Determine what needs to be completed before transfuzer
* Determine if the new models can be coloured using the mechanics made in the prototype
* Discuss the kind of visual feedback that we want the player to have when playing the game

**Topics of Discussion**

* Charlie has found a way to change the textures of the models to be replaced with coloured textures
* George has designed another Mountain Scene, but the focus is on the polished scene that he made for this week
* Audio has been implemented
  + Sounds play during the colouring action
  + Music plays in the background throughout gameplay
* A Scale for the rest of the project has been decided on
  + Visual feedback in Particle effects dependent on what object is tapped
  + Tapping action feeds into the Cat Sprites
* Cat Sprites need to be designed
* Audio for the tapping needs to be considered
  + Different particle effects for different objects suggests that the audio needs to suit also

**Next meeting scheduled for Wednesday 28th February 2018**