**Meeting Minutes – Level 6 Group 6**

**Meeting before meeting with Chris**

**Time**: 22nd November 2017 11:30am-12:00pm

**Place of Meeting:** Common Room

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

**Topics of Discussion**

* Mechanics that we want to have in the game
* Need to ask Chris about the conventional Painting mechanic
* Advice on the touching mechanic, and the best way to implement this

**Meeting with Chris**

**Time**: 22nd November 2017 12:00pm-12:15pm

**Place of Meeting:** A103

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

**Outcome of meeting**

* Painting using brush strokes was going to prove to be too difficult, so Chris recommended focusing on the touch mechanic on a 2D Plane rather than using 3D models or trying to implement the painting mechanic.
* Discussed creating save points in the game using XML over Jason

**SCRUM Meeting**

**Time**: 22nd November 2017 12:25pm-12:35pm

**Place of Meeting:** A216

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

**Work Completed this week**

* Callum
  + Base of the Unity Project has been completed, implementing Zooming and panning in a 3D Environment
* Charlie
  + UI Task for the week needs to be uploaded, but has been completed
* Alex
  + Three concept for the islands using different styles
  + Started work on 3D Models, but didnt finish them, will upload what he has when he gets home
* George
  + Created two other characters for the AI character
    - Dog
    - Bambi
  + Completed modelling 3D Modular Assets for Landscape construction

**Work to be completed for next week**

* Callum
  + Wants to implement the sprite render script to the project that allows for colour change
  + Wants to apply the reward system, where the player paints, and 3D Environments appear in place of them, into the game – **This has been scrapped as the team felt that the incconsistent styles wouldn’t work, and maintaining consistency would pose more problems than necessary.**
* Charlie
  + Wants to upload the UI he has created
  + Wants to work on implementing a Menu System into the game, using minimalistic input for the player, maintaining the diegesis for the game
    - Non intrusive
    - Also wants to conisder the level selection screen./Map screen
  + Also wants to work on porting over the game onto a tablet to test how it runs
* Alex
  + Wants to finalise a style
  + Continue modelling 3D Assets – **As the team have decided to maintain a 2D style, this task has been adapted to use the 3D assets from the previous week’s tasks, and translate them into 2D Modular assets**
* **George**
  + Wants to finalise the art style for the game
    - Experimented with 2D art style
    - Takign inspiration from different artists such as Bob Ross and Salvador Dali
  + Design more characters
    - Cat
    - Dog
    - Owl
    - Fox
    - Otter
    - Deer
    - Alpaca
    - Seal
    - Duck
* Discussed producing a backlog for our game
  + Milestones
    - Prototyping – Alpha
      * Completed mechanics
      * Final mechanics
      * Extra levels as a stretch goal
      * Animations
      * Painting in brush strokes as a stretch goal
      * Modes – Handheld mode
  + Tasks for the Xmas Holidays
    - 1 Sprint during the holiday with tasks amounting to a bit over usual hours.

**End of meeting: 12:35**

**Design Meeting**

**Time**: 22nd November 2017 13:45pm-14:15pm

**Place of Meeting:** A201

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

**Topics of Discussion**

* Colour Palette for the final Art
  + 10 Colours using a pastel colour palette
* Level Selection
  + 2D Plane split into sections that can denote different levels that the player can travel to
* Reward System
  + 3D Models idea scrapped
* Modes
  + Blocking colours in
  + Refining edges and blendign colours
* Movement
  + Rotating
  + Zooming
    - Using gestures such as pinching and tapping
    - Changes through playtest if the psychographic does not mesh with the input methods
* Eraser tool
  + Not necessary
  + Image is recoloured when tapped on again
  + Undo button is also unecessary
* Layers
  + Has layer system
    - Foreground/Background Layers
    - Enables shading and highlights
* Art Style
  + Decided on a final style using 2D Assets and layered assets

**Tasks this week**

* Callum
  + Research Billboard – 1h
  + Implement Scripting for colouring sprites – 3h
  + Implement the colour changing system using the Colour palette – 2h
* Charlie
  + Title Screen- 1h
  + Level Select – 1h
  + Working out how to optimise the game, producing documentation – 2h
  + Porting over for tablet – Produce a test – 2h
* Alex
  + UI Art – 2h
    - Using template
  + Finalise colour palette – 1h
  + Use the 3D Assets and turn them into 2D images – 3h
* George
  + Design the map that has different locations – 2h
  + Finalise colour palette – 1h
  + Continue producing animals – 3h
    - Forest animals and house animals