**Meeting Minutes – Level 6 Group 6**

**SCRUM Meeting**

**Time**: 6th December 2017 10:54am – 11:09am

**Place of Meeting:** Common Room

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

**Work Completed this week**

* Callum
  + Was not able to do tasks this week, as members of the team needed to complete their tasks first, and did not inform him of their tasks being done
  + **Team members have been reminded that emailing and updating Jira can stop this problem.**
* Charlie
  + Implemented title screen using George’s Assets
  + Some problems with Layering, and animating assets
  + There were problems with using the tablet provided to us last week
  + New UI implementation was not complete
* Alex
  + Researched some ideas for colour palette using modern media
  + Needs to collaborate on the final colour palette choices **UPDATE – Task was completed as of time of writing – (6/12/17 15:47)**

**Work to be completed for next week**

* + UI art was not completed, but has let the team know, and the task has been designated to another member
* George
  + Completed 2D Assets
  + Completed Title Screen which was implemented
  + Wasn’t able to complete colour palette decision **UPDATE – Task was completed as of time of writing – (6/12/17 15:47)**

**Work to be completed for next week**

* Callum
  + Callum wants to finish the tasks he was unable to complete for this week
  + Wants to playtest the game on demographic
  + Wants to complete a slide on the powerpoint ready for the presentation next week
* Charlie
  + Wants to get audiences to playtest our game
  + Wants to contribute to the slide, working on specialist slides of choice
  + Wants to implement a skybox
* Alex
  + Wants to work on creating a variety of trees, giving the game some depth, rather than breadth to show potential investors the scope and the depth we can create (Task designed after suggestions from Rob)
  + As above, but with mountains
  + Wants to contribute a slide to the powerpoint, specialising on this slide
  + 3D Model the island base for the game

**George**

* + Design mountains and trees using a variety of designs in a modular fashion
  + Contribute to the powerpoint
  + UI Art has been designated to George
  + Skybox creation has been tasked to George
  + Colour Panel showcasing colours available to player

**Jam Session**

* Few design choices worked on
  + Discussions about having the skybox use an ocean design
    - End game colouring results could be shown in the reflections of the ocean
  + Implementing a cloudgazing/Stargazing mechanic
    - Camera would look to the skies and the player could take snapshots and share on social media their sights they see
    - Random generation would be needed
  + Final colour palette worked on and finalised
* Callum worked to create a working prototype using the new assets and mechanics from last week