23/10/17 10:00am in A2.14

Present: Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper, Joe Wilson

Points of Discussion:

1. See what people have been working on
2. Issues (netcode / camera / character model)
   1. Netcode - Score is updating server-side but not client-side
   2. Camera - Can’t be moved independently of character (issue for grappling)
   3. Character Model - Slight clipping and tearing on wings, and tail is causing issues in Mixamo so it can’t rig it
3. Met with Chris for help on Netcode and Camera
   1. Camera isn’t solved but it on its way to working, progress being made
   2. Netcode isn’t solved but has attempted to fix the client-server synchronisation, progress being made
4. Information about level creation from Chris
   1. There is a way to create the level in Unreal and then export it into Unity through 3DS Max
   2. Unity has some better level creation tools - search the store for “Pro tools”. There is an expensive version and some parts which are free.
5. Tasks assigned on JIRA

Following Meetings:

1. 11:30 - 11:45 w/ Chris in Room A103
2. 12:00pm in Game Common Room - follow-up meeting with full group