Group 5 Meeting Minutes

Date of Meeting – 22/11/2017

Time of Meeting – 10:00

Attendees – Max Carter, Rebecca Brannum, Joe Wilson, Elliot Page, Zachari Cooper

Postmortem of previous week’s work:

Work submitted:

Elliot – Help Zach design the new level (2h, completed), Design the lighting to be used in the level (7h, completed)

Zach – Design the new level (6h, completed), Make the character model game ready (2h, completed)

What went well –

Even though we didn’t set any formal tasks, team still worked independently to get problems solved.

What went badly –

Not all team members submitted work.

What can be done to improve this week –

Setting formal tasks can ensure that the team is as productive as they can be.

Overall Aim of the Week’s Sprint –

The creation of a new level from the ground up, to neutralise dominant pathing and allow us as designers more control over the level design.

Tasks for the Current Week:

Max – Design/model more specialised architecture (6h)

Rebecca – Integrate Joe’s menu work into main project (2h), Write some scripts for dynamic level events (4h)

Joe – Research building design and architecture (6h)

Elliot – Greybox the new level (3h), Light the greybox (3h)

Zach – Model more assets for the level (6h)

Meetings Planned:

30/11/2017