Group 5 Meeting Minutes

Date of Meeting – 24/01/2018

Time of Meeting – 10:00am

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

**Postmortem of previous week’s work:**

What went well –   
1. Eagle mechanic implemented  
2. Main menu added  
3. Lighting added  
4. Level roof colours all changed

What went badly –  
1. Bug fixing (several still exist – need assistance for future testing)  
2. Character model proportions  
3. Walljump mechanic  
4. Emissive lighting causing problems

What can be done to improve this week –  
1. Better project management  
2. Better communication  
3. Updates for task completion

Overall Aim of the Week’s Sprint –   
1. Get missing assets into the game  
2. Playtesting

Tasks for the Current Week:  
Task estimated length to be included in brackets after the task e.g. (8h)

Max – Make the voxel tree model (5h), rig character (1h), additional building models (2h)

Rebecca – Finish main menu (2h), implement sounds and music (2h)

Joe – Get playtesting from computer club (3h), create an eagle model (5h)

Elliot – Decorate level with light and building decoration models (8h)

Zach – Finish off character model (2h), additional building models (2h)

Things of Note:  
1. Zach will not be available on the 3rd and 4th of February  
2. Rebeca and Zach doing game jam – out of action 26th-28th of January

Meetings Planned:  
31/01/2018 – Group Meeting – 10:30am – Library Pod 3  
14/02/2018 – Rob – 10:00am – A216