Group 5 Meeting Minutes

Date of Meeting – 29/08/2017

Time of Meeting – 19:00

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

Postmortem of previous week’s work:

Work submitted:

* Movement prototype, submitted by Elliot Page (4h, untracked)

From this movement prototype, we settled on the idea of a grapple mechanic being central to our vision for the project. We distilled our vision into a racing game that would involve players running around a non linear map to accomplish objectives before anyone else. The game would be skill based, rather than luck based, and would prioritise conservation of momentum as a dynamic.

What went well –

A prototype did get made, showcasing a potential mechanic.

What went badly –

Again, only 1 group member submitted anything to show.

What can be done to improve this week –

More assets need to be produced by all members of the group.

Overall Aim of the Week’s Sprint –

Try to establish an art style for the new game idea.

Tasks for the Current Week:

Group – Create concept art for the environment design (10h, untracked).

Max –

Rebecca –

Joe –

Elliot –

Zach -

Meetings Planned:

Pitch next week (04/09/2017). Meeting planned afterwards.