### Date of Meeting: 13/02/2019

### Time of Meeting: 12:00

Attendees: Luke Baldwin, Yurii Skorobogatkoup, Andrei-Marian Patru, Daniel Marsh

### Apologies from:

## Item One: Post-mortem of previous week

What went well: As a group we sat down and went through each other’s proposal for game ideas. After hearing everyone’s idea as a group, we decided on a game idea and a mechanic to substitute. Yurii and Andrei have completed their tasks on time and have produced evidence of their work on Github. We now have a prototype that demonstrates our core mechanic.

What went badly: Yurii completed his task for this week however he has not logged the time it took him to complete the task on JIRA. This will be addressed in the group meeting before next week’s sprint. Luke also has an outstanding task but has appeared to log time for work still in the ‘To Do’ list in JIRA. Meeting minutes and creating task took longer than anticipated.

## Individual work completed:

Luke Baldwin

Create mood boards, 2h: As a designer, create a mood board that will highlight key designs that reinforce our chosen mechanics for the game. Look at games that are 2D from a Top-Down perspective. Think about art style, colour and art assets.

Created a draft concept of a level for Andrei. (Evidence of this to be found in our Discord chat folder in our GitHub Repository)

Yurii Skorobogatkoup

Research game mechanics and code, 1h: As a programmer, research how velocity as a mechanic for our game can be implemented within Unity.

Create Prototype, 2h: As a programmer, create a prototype with basic mechanics and art assets to present to the team next Wednesday. Focus on how the player moves around the play space by adjusting the velocity.

Andrei-Marian Patru

Research game mechanics and code, 1h: As a programmer, research how velocity as a mechanic for our game can be implemented within Unity.

Create Prototype, 2h: As a programmer, create a prototype with basic mechanics and art assets to present to the team next Wednesday. Focus on how the player moves around the play space by adjusting the velocity.

Daniel Marsh

Create tasks and meeting minutes, 1h. Write tasks for the week and minutes for the meeting on 06/02/2019.

Item Two: Overall Aim of the current week’s sprint (What will the product look like by the end of the sprint).

Our aim for this week is to develop new mechanics into the game and to identify a theme so we can move ahead on an art style.

## Tasks for the current week:

You need to be absolutely clear as a team that individual participants understand the tasks they are being asked to complete and have estimated how long it will take them to finish. No more than 6 hours per person per week, 3 hours in lab based work and 3 remotely delivered.

Luke Baldwin

* Game Jam: Create 1st level design: Within Photoshop present, a floor plan of the 1st playable level. Include Coin pickups and object placements.
* Research Game Theme: Present ideas on possible themes to set the game in. Think about possible game characters that relate to the theme. Present 6 ideas to the group for next week.
* Game Jam: Present game ideas from independent research.
* Game Jam: Upload all design research into GitHub.
* Independent design research: Research further into our chosen game genre and the mechanics that will be substituted i.e. WASD movement inputs replaced by gravity. For the research into our games genre, look at platformers, adventure games, puzzle and dungeon crawlers. Present your findings in a word document so that it can be presented to the team.

Yurii Skorobogatkoup

* Game Jam: Debug current prototype: Fix issue with character movement/collision
* Coin pickup: Within the prototype build of the game, implement a coin pickup system for the player character to collect within the level.
* Timer and pause game system: Implement a countdown timer, when the timer reaches zero the level resets. (start with 30 seconds) Implement a pause button to stop the gameplay including the timer.

Andrei-Marian Patru

* Killbox Movement: Within the Unity project prototype, create a pathway for a killbox to follow as an extra obstacle for the player character.
* Research AI movement: Research how to implement AI movement to the killboxes.
* Implement Luke's level design: Within the Unity prototype, implement Luke's level design.
* Game Jam: Debug current prototype: Fix issue with character movement/collision

Daniel Marsh

* Develop Unity editor skills: Familiarize with the Unity engine to help with level creation.
* Level Design Ideas: Research level ideas for our game project. Look into top down puzzlers and adventure games.
* Game Jam: Create Jira tasks and meeting minutes: Create Jira tasks and write up meeting minutes
* Independent design research: As a project manager, assist in design research and research assets for a 2D top-down game.

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00pm

### Minute Taker: Daniel Marsh