### Date of Meeting: 20/02/2019

### Time of Meeting: 12:00pm

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

### Apologies from:

## Item One: Post-mortem of previous week

What went well: The prototype has been debugged and is now fully functional. Some concepts of a theme are being developed. One level has been designed and implemented into the prototype build. All members of the group are communicating (via discord) throughout the week if there is a query with their set tasks.

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. Luke has also not uploaded his completed work to the GitHub repository. I find it difficult to complete tasks set myself during the weeks sprint due to current work load from other modules and find I complete 6 hours of tasks that I have not allocated in the Jira sprint. This will be corrected for the next weeks sprint.

Feedback Received:

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Research Game Theme.  Independent design research.  Game Jam: Present game ideas from independent research.  Game Jam: Upload all design research into GitHub.  Game Jam: Create 1st level design. | Research 2D and 3D character design. |
| Yurii Skorobogatkoup | Coin pickup.  Timer and pause game system.  Game Jam: Debug current prototype. |  |
| Andrei-Marian Patru | Killbox Movement.  Research AI movement.  Implement Luke's level design.  Game Jam: Debug current prototype. |  |
| Daniel Marsh | Independent design research.  Game Jam: Create Jira tasks and meeting minutes. | Level Design Ideas.  Develop Unity editor skills. |

Item Two: Overall Aim of the current week’s sprint

The aim for the current week’s sprint is to have a clearly tracked tasks for the project manager, to have 4 playable levels and new mechanics that will be ready to use in the next iteration of level design.

## Tasks for the current week:

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin | Maze Level Design 0-3: Within Unity, create the starting player level which has a simple layout to introduce the player to the movement mechanics. The design of Levels 1-3 must include the pathways for the patrolling enemy character with increasing difficulty.  Research Art Assets: Research and gather a collection of ideas for possible art assets of game characters, objects and scenery. Look on the Unity marketplace for free assets that would be suitable for a 2D top down game. Present your findings in a word document and present your findings to the group during the next game jam. | 1h 30m  1h 30m |
| Yurii Skorobogatkoup | Scene Implementation: Within Unity, implement the different scene's that will play out when the player character finishes the first level. Start scene, death scene, falling scene, landing scene, new level scene. (There may have been more scenes discussed during the game jam).  Scene Code: Research scene implementation code. | 1h  1h |
| Andrei-Marian Patru | Ghost Enemy Mechanic: Research and implement the Ghost Enemy mechanic discussed in the game jam. The ghost must be able to chase the player. When the ghost collides with the player character, the player character is destroyed and the level resets. The ghost must pass through walls and move at a very slow pace while chasing the player.  Key Collection: The player character is able to pick up a "Key" to unlock the exit to the next level.  Finish Level Box: Create an "exit level box". When the player unlocks the exit, the box will appear and the player character can exit the level.  The exit box must be hidden until a condition is met that will make it visible (key collection). | 2h  30m  30m |
| Daniel Marsh | Create Jira Tasks  Write Meeting Minutes  Game Jam: Check through the groups work and update the Jira sprint. Support the group with the tasks set for the game jam.  Group Meeting: Discuss the overall status of the project and progress on the prototype. As a group, decide on a theme for the game world and discuss concepts for what the player character should be. With the programmers, discuss setting up a master project file so everyone within the group works from one Unity project file.  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. | 1h  1h  2h  1h  1h 30m  1h |

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00

### Minute Taker: Daniel Marsh