### Date of Meeting: 04/03/2019

### Time of Meeting: 12:30pm

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

### Apologies from:

## Item One: Post-mortem of previous week

What went well:

What went badly:

Feedback Received:

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Implement Levels 1-2  Design Main Menu  Meeting for MVP presentations |  |
| Yurii Skorobogatkoup | UI Buttons  Collectibles  Meeting for MVP presentations |  |
| Andrei-Marian Patru | Movement and Level Finishing  Meeting for MVP presentations |  |
| Daniel Marsh | Create Jira Tasks  Write Meeting Minutes  Create MVP Presentation  Meeting for MVP presentations |  |

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

Prepare the game project for the MVP pitch presentation.

## Tasks for the current week:

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin | Implement Level 3: Using the prefabs in the Unity master project, create the third level for the first stage of the game.  Remember to increase the difficulty of the current mechanics that are already implemented such as, add another killbox and a second Key to exit the level.  Research Tile Set Implementation: Research how to implement tile sets into Unity. Watch some tutorials to help you understand the process.  Once you have done the research, implement the tile sets into the game project.  Use the free assets that we found from Kenny Arcade. | 1h  2h |
| Yurii Skorobogatkoup | Bug Fixing: Keys: Fix the issue with the Keys not registering in the UI. | 1h |
| Andrei-Marian Patru | Bug Fixing: UI: Within the latest build of the game project, fix the text placement within the UI so that it sits outside the game space.  Level 3 scripting: Within Level 3, when the first key is collected, a wall needs to spawn to allow the player to access the end of the level.  Luke has laid out the floor plan for level 3 so if you have any questions regarding what needs to be scripted within the level please ask him.  AI Movement: Create different patterns of movement for the enemy characters.  Have the code ready to implement for the next 3 levels in the game. | 1h  1h  1h |
| Daniel Marsh | Create Jira Tasks: Set out the tasks for this weeks sprint.  Write Meeting Minutes: Write up the meeting minutes.  Assist In Tile Set Implementation: Help Luke with the implementation of tiles sets into Unity. | 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