### Date of Meeting: 27/03/2019

### Time of Meeting: 12:00pm

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

### Apologies from:

## Item One: Post-mortem of previous week

What went well: Art assets for the current 7 playable levels have now been implemented with only the enemy characters left to have new character sprites. With the enemies completed for next week that will be all our major art assets complete. The new portal mechanic is finished and ready to be implemented into the next set for levels. For this week hours have been correctly logged and tasks completed on time.

What went badly:

Feedback Received: From Rob viewing the latest version of the game, he gave us feedback on our level timer mechanic and questioned whether this was a necessary mechanic on top of what we already have within the game. As a group we decided to keep the timer but place it an alternative playable mode so that a player could challenge themselves if they feel they have mastered the puzzles in the normal game mode.

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Implement Tile Sets Into Levels 2, 3, 4, 5, & 6.  Design Level 7. |  |
| Yurii Skorobogatkoup | Research Audio Assets.  Research Ice Trail.  Playtest. |  |
| Andrei-Marian Patru | Portal Cool Down Bar.  Refine the player fade animation. |  |
| Daniel Marsh | Write Meeting Minutes.  Create Jira Tasks. |  |

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

## The goal this week is to get the game ready for a video walk-through to showcase on Itch.io.

## Tasks for the current week:

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin | Game Jam.  Group Meeting.  Create Game Menus: Make 3 menus when the game starts. Mode select - Normal mode and Time attack mode. When a mode is selected - Level select and back to Mode Select. Level select - Display with buttons/icons all the playable levels. Once a level is selected the level opens up.  Implement Ghost and Enemy Sprites: Replace the current sprites of the Ghost enemy and the red square enemies for the new sprites I have sent you via outlook.  Count Minimal Possible Moves: Count the minimal possible moves to complete a level with all of the playable levels. Record and save this data for when we implement the medal system at the end of each level as the number of moves will reflect what medal a player receives. | 2h  1h  1h  30m  1h |
| Yurii Skorobogatkoup | Game Jam.  Group Meeting.  Continue Sound Effect Implementation: Continue your work on implementing sound effects for the game. Find sounds effects for Level Complete and Level Reset/Collide with enemy.  Level Select Restriction: Before starting this task wait until Luke has created the new menu layout for the game menus. When the player starts the game, block access to all Levels apart from the tutorial level. When a player finishes a level the next level is unlocked in the Level Select menu. | 2h  1h  1h  2h |
| Andrei-Marian Patru | Game Jam.  Group Meeting.  Resolve Issues with Tile Set: Within Level 3, fix the issue with the player character colliding with the tile sets. Check through the other levels to make sure this issue can not be repeated.  Particle System: Implement particle effects for the Keys and the Level Exit to telegraph to the players these are the most important items. Keys should glow or pulse with an effect and the Level Exit should also have a glow effect so that players can easily identify where the exit to the level is. | 2h  1h  1h  2h |
| Daniel Marsh | Game Jam.  Group Meeting.  Create Jira Tasks: Set out the tasks for this weeks sprint.  Write Meeting Minutes: Write up the meeting minutes. | 2h  1h  1h  1h |

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00

### Minute Taker: Daniel Marsh