**Meeting Minutes: Group Project Sprint 11**

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

**Time of Meeting:** 9:52 am

**Attendees:** Bogdan Dumitrascu, Jack Gilmour

**Apologies for Absence:** Michael Davis

**Absent:** Michael Davis

**Sprint Aim:** Create game video and continue with level designing.

**Item One:** Team Discussion

We talked about what tasks are currently outstanding and what are the highest priority. We also discussed what we are going to do over the break, although the work is optional.

**Item Two:** Task Allocation

Jack will create the level transitions and menus for each level. Bogdan will create the level transition between the levels, so a “Next level” button and a “Next Level” button. We both agreed to also do some more research if possible but will not be the highest priority. Michael will continue with bug fixing A.I and creating patrols for the zombies.

**Item Three:** Bugs

The Zombie AI does not currently patrol. This will be difficult to work around and will affect level design, just design your levels with this mechanic in mind.

The Zombies do not currently deal damage to the player. For play testing just pretend the player is dead if they come in to contact with a zombie, the player should then be prompted to restart the game.

**Jack Gilmour Tasks:**

Level design research – 1hrs

Create a menu system and a game over screen for when the player opens the game, dies, and wins – 3hrs

Level polishing – 2hrs

**Michael Davis Tasks:**

Add patrol behavior to the zombie AI behavior - 2 hrs

**Bogdan Dumitrascu Tasks:**

Level design research – 1hrs

Create a level transition so that the player can either quit to the main menu, restart the level, or go to the next level – 2hrs

Level polishing – 3hrs