**Meeting Minutes: Group Project Sprint 2**

**Date of Meeting: 0**6/02/2019

**Time of Meeting:** 11:00am

**Attendees:** Michael Davis (Project Manager/Programmer), Jack Gilmour (Designer) Bogdan (Designer).

**Apologies for Absence:** None

**Absent:** None

**Item One:** Team Discussion

We discussed our final game idea which was to create a zombie survival game. We all decided for this week is going be a test week to see how much work we can do in one day.

**Item Two:** Task Allocation

We also discussed tasks and allocated the following tasks,

**Michael Davis Tasks:**

**Task One:** Zombie AI: Get the zombie AI to chase the player around the level. (2hrs)

**Task Two:** Physics Gun: Enable the physics gun to pick up physics based objects. (2hrs)

**Task Three:** Create a Mood board detailing the art style, atmosphere and mechanics of the game. (1hr)

**Jack Gilmour Tasks:**

**Task One:** Modelling: Create one 3D model of a household object. (2hrs)

**Task Two:** Modelling: Create one 3D model of a household object. (2hrs)

**Task Three:** Create a Mood board detailing the art style, atmosphere and mechanics of the game. (1hr)

**Bogdan Tasks:**

**Task One:** Modelling: Create a first-person weapon mesh for the physics gun.(3hrs)

**Task Two:** Texturing: Texture the weapon mesh. (1hrs)

**Task Three:** Create a Mood board detailing the art style, atmosphere and mechanics of the game. (1hr)

**Notes:**

* I verified all of the sprints previous tasks, Bogdan completed all of his tasks. Jack did not complete his tasks due to sickness, this is understandable so there will be no need to escalate him.
* Bogdan was late to the session, I reminded him that he needs to contact me or Rob beforehand if he is going to be late.