**Meeting Minutes: Group Project Sprint 3**

**Date of Meeting:** 13/02/2019

**Time of Meeting:** 9:00am

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

**Apologies for Absence:** None

**Absent:** None

**Sprint Aim:** Complete core game mechanics, get first batch or core models into the game.

**Item One:** Team Discussion

* I verified all of the taks from last sprint all were completed to my satisfaction.
* Updated Jack on the art style choice, we have decided to go for a low-poly art-style. Due technical constraints and time limitations.
* Allocated roles to all team members, Jack is taking the background/environment modelling role whereas Bogdan is taking the more non-background models (items, weapons, etc.)
* Created this weeks sprint and allocated tasks. All team members are happy and content with the progress of the project.

**Item Two:** Task Allocation

The tasks for this week's sprint.

**Michael Davis Tasks:** Programming

**Task One:** Add patrol to Zombie AI

**Task Two:** Launch physics objects from physics gun

**Task Three:** Create a day/night cycle

**Task Four:** Add in Zombie spawns, zombies only spawn at night.

**Jack Gilmour Tasks:** Background Modelling

**Task One:** Create two low-poly trees (3hrs)

**Task Two:**

**Task Three:**

**Bogdan Tasks:** 3D modelling

**Task One:** Finish physics gun model (2hrs)

**Task Two:** Finish texturing model.

**Task Three:**