**Meeting Minutes: Group Project Sprint 4**

**Date of Meeting:** 25/02/2019

**Time of Meeting:** 12:00pm

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

**Apologies for Absence:** None

**Absent:** None.

**Sprint Aim:**

Complete prototype game.

**Item One:** Team Discussion

* We discussed the current state of our game. It was decided that we would now use third-party assets in addition to our own assets. The state of the prototype is nearly complete we only need one more mechanic to implement and then the prototype is done.
* We talked about sandbox level design and the issues that come with designing a world for the player to play in. I suggested implementing some emerging gameplay via some puzzle mechanics e.g. using the fire to set fire to wooden logs and launch the inflamed wooden logs at the zombies.
* We discussed UI design, Bogdan proposed the he undertake the task of creating the UI for our game.
* I suggested the use of notifications to the player when the player highlights certain objects on how to interact with them. All of the team members approved of this idea and this fits within our sandbox.
* In terms of asset creation, only traps, food and misc items are now needed we decided that these tasks would be low priority for the continuation of this project.
* In terms of design we have a lot of work to do. We decided that this should now be our priority and task for this will be set in the next sprint.
* We talked about sound design and Bogdan suggested the use of third party sound assets, rather than creating our own. In the interest of time I second this motion.

**Item Two:** Task Allocation

The tasks are already set for this sprint.