**Meeting Minutes: Group Project Sprint 5**

**Date of Meeting:** 27/02/2019

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

**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

* Updated all team members on the bug (the player could not carry objects to throw) situation which is now fixed.
* We decided that game world will 14 x 14 in terrain tiles.
* Jack showed us his trap designs. A bear trap and a spike trap where shown both look very good.
* Bogdan talked to a second year designer about zombie animation, it was suggested to him that he should not animate the zombies himself, but rely on third party tools to do this.
* We decided that the level design task would be split between us. I would start work on the training area, Jack and Gilmour would work on their respective halves.

**Item Two:** Task Allocation

Bogdan

Create the first sandbox game world (4hr)

Jack

Create the first sandbox game world (4hr)

Michael

Make the zombie follow noise made by the physics actors. (2hr)

Fix zombie AI since they do not move to noise (2hr)