**Meeting Minutes: Group Project Sprint 7**

**Date of Meeting:** 13/03/2019

**Time of Meeting:** 09:16 am

**Attendees:** Michael Davis, Bogdan Dumitrascu

**Apologies for Absence:** None

**Absent:** Jack Gilmour

**Sprint Aim:**

Old Aim: Get HUD elements into the game. Get play testing feedback.

New Aim: Overhaul the current project with our new idea.

**Item One:** Team Discussion

We discussed creating zombie traps for the zombies.

We will get the game complete by easter.

After some deliberation me and bogdan both decided that this game currently was too much work for us to do. So we have now decided to do a massive overhaul of the current project. This is in response to the feedback given by Chris and Rob on our picht we made last week.

We have now decide to make a stealth based zombie survival game, with distraction mechanics.

**Item Two:** Task Allocation

These tasks will be obsolete due to us overhauling our game idea.

**Jack Gilmour Tasks**

No tasks for Jack this week due to his absence. I may set him tasks if he gets in contact with me.

**Michael Davis Tasks**

Complete Meeting Minutes and upload them to GitHub!

Add HUD widget notifications for the player - 2hrs

Add interactivity and object highlighting for the player - 2hrs

Clean-up game code and project - 2hr

**Bogdan Dumitrascu Tasks:**

Create a health progress bar for the player HUD - 1hr

Create notification widgets for player e.g. tell the player to press a mouse button to pick up object when highlighting physics actors - 1hr

Play test the game with game testers to gather feedback, note any bugs, erros, game play problems, etc - 2hrs

Create and design traps for the zombies using various trapping methods - 2hrs