**Meeting Minutes: Group Project Sprint 8**

**Date of Meeting:** 20/03/2019

**Time of Meeting:** 10:22 am

**Attendees:** Michael Davis, Bogdan Dumitrascu, Jack Gilmour

**Apologies for Absence:** None

**Absent:** None

**Sprint Aim:** Start level creation, add tutorial level and sounds.

**Item One:** Team Discussion

Discussed removing traps from the game to increase player tension. It was agreed by Bogdan that we should do this.

There have been some technical issues with GitHub and Unreal these have been dealt with. We are no longer working with project forks due to these issues.

**Item Two:** Task Allocation

All teammates have done their tasks for this week. All have produced paper prototype levels but no research has been shown. This needs to be documented.

Jack has been reminded to log his work on Jira and upload to GitHub. The same has been said for Bogdan.

Bogdan is working fine with no issues or problems that need to be addressed.

It should be noted that Jack is working, but he needs log his work on Jira and fully complete tasks. He also needs to concentrate more on working in the game lab sessions instead of using his smartphone and try and contribute more to team discussions. This may need to be addressed with Rob at some point with a meeting with him. This is becoming a recurring issue with him.

**Item Three:** Bugs

Issue 1: When the player crouches in front of a zombie the player does not take damage and therefore cannot be killed by the zombie.

**Jack Gilmour Tasks:**

Create level - 4 hrs

Play test level - 2 hrs

**Michael Davis Tasks:**

Add patrol behavior to the zombie AI behavior - 1 hr

Fix melee bug - 30m

Add hearing to the zombie AI behavior - 1 hr

Add tutorial hints for the player in the tutorial level - 1hr

Add a main menu system to the game - 1hr

Add sounds to zombies - 1hr

**Bogdan Dumitrascu Tasks:**

Create level - 4 hrs

Play test level - 2 hrs