Meeting Minutes: No Moon GAN Week 4 Jam

Meeting 3

Date of Meeting: 18th June 2019

Time of Meeting: 19:30-23:00

Meeting attendees: Mishu, Todd, Rhys L, redzplayz, Sorin

Joined late: N/A

Apologies from: N/A

Item one: Discuss the progress since the last meeting.

-Todd managed to implement the basic controls to the Unity project.

-Sorin created multiple player character assets.

-Rhys developed the design document for the project, with details for reach gameplay element.

-A backup plan was proposed, in case the team fails to deliver on the desired experience of a coop game.

Item Two: Development

* Player controller for 4 players implemented
* 2 Player character assets created
* Full documentation of the traps & items.
* The artist started working on diverse items and traps during the meeting.

Item Three: Further plans.

-”Monster” designs

- Level design

- Possible gameplay mechanics (requires playtest of the current build).

-Finish the list of assets

- Implement the rest of the mechanics into the project.