**Weekly Meeting – Week 2**

# Team Members

Samuel Devaney Stewart- B00349579

Ryan John Ritchie – B00349542

Gregor McFarlane – B00349217

# Team Overview

Samuel Devaney Stewart – Lead Programmer, Assets, Audio, Hazards/Objects throughout level, Documentation

Gregor McFarlane – Lead level Developer, Programmer, Lead Documentation, Enemy placement

Ryan John Ritchie – Lead level developer, Programmer, Documentation

# Weekly Meeting

We decided that we were doing a 3D horror game that will be based in a dungeon. Our target audience will be 15+. We started developing the prototype for the game by bringing in assets to be used throughout and some audio. We also finished our Proposed plan document and started with our Game Design Document. We continued with the GANTT chart and started sketching our layout of the level

# What we need to do for next week

Continue developing our prototype and our GDD Documents. Continue to gather assets for the game and divide tasks to certain team members to fulfil for next week. Start technical document and continue updating GANTT chart.