The REfugees meeting-02

Minutes

**Date**: 30/08/2019

**Time**: 48 minutes

**Facilitators**: Matthew Bird & Harris Memon

# In Attendance

Matthew Bird

Harris Memon

Jin Loong Low

Daffa Buckley

Meng Zhao Li

Mohamed Naleemudeen

Zijun Jia

# Meeting Summary

* Group met to discuss current state of project
* Group went over a series of bugs that have arisen in the development of the game:  
   Bugs as follows:
  + Player when falling from big heights falls through game map
  + Player can get stuck in continued upward velocity when jumping
  + Player can jump while still in air.
  + Camera can get locked travelling in one direction
* Discussed current team members contributions- and assigned more work to team members whose originally assigned work turned out to be quicker than anticipated.
* Discussed potential asset packs to add a Soviet theme to our current generic sandbox testing theme. Decided on a few artistic possibilities but have decided to wait till more of the game is complete before we commit to more in game objects.
* Opportunity to discuss current grievances was arisen. None were put forward.
* Discussed next agreed meeting time outside of class
* Demonstration of the current stage of the game

# Next Meeting

30/08/2019 | 2:00pm, Building 8