## 06/03/19

Team Molyneux (3) – Meeting Minutes.

Time: 13:30

Location: CIS 102

Attendee’s: Daniel Beales

James Masterton

# Meeting Topics:

Viewing of current project.

Task allocation

# Minutes:

Briefly looked at the game and discussed any changes that are needed.

Lighting and sound is good. Earthquake mechanics and motion is good.

New hallway model needs to be finished and implemented.

James is to create an interactive door with the use of a button.

Animations/effects not specifically required for this task but if possible.

Maze needs to be created.

# Tasks Set:

Dan: Finish hallway models

Start working on maze

Add the emergency lights, sound and spotlights together as one blueprint.

James

Create an object that acts like a space ships door. Ie moving upwards when a button is pressed.

Create other blueprints where doors do not open at all, Some open a tiny amount,

Create the automatic closing animation.