## 13/03/19

Team Molyneux (3) – Meeting Minutes.

Time: 13:30

Location: CIS 102

Attendee’s: Daniel Beales

James Masterton

# Meeting Topics:

Viewing of current project.

Task Check-ups

Task allocation

# Minutes:

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

Lighting and sound is good.

New hallway model is complete and good.

James created a working interactive door. This checks the user is within range and using “E” the door opens and then shuts automatically.

James also created different versions of the door. Ie some that open only half way and slam shut.

Maze still needs to be created.

# Tasks Complete:

Dan: Added more lighting.

Completed the hallway model.

Added some debug/editing tools.

James:

Completed more vital research

Completed the door, Animation, Movement and blueprint creation.

# Tasks Set:

Dan: Create Maze base structure.

Add More sound markers.

Add doors into the maze.

James

Fix the small door errors.

Add the button functionality and button animations for the door.