## 20/02/19

Team Molyneux (3) – Meeting Minutes.

Time: 13:30

Location: CIS CAFE

Attendee’s: Daniel Beales

Jordon Spowart

James Masterton

# Meeting Topics:

Initial Meet and Greet

Skills Analysis

Initial project ideas

Task allocation

# Minutes:

All team members were present. We covered a multitude of subjects, the first was figuring out what each of our strengths and weaknesses were in. Daniel and Jordon both have knowledge and skills within unity, although these skills cannot be used specifically, many of them are transferable, James also has only the knowledge and skills that have been taught within the workshops and the uni study times. So within unreal the skills within the team are relativily low, but at the same standard so this should create a level of consistency within our work.

Jordon has expressed he enjoys sketching and has a level of capability creating models for game engines, this has lead to one of his tasks being the 3D modelling, which is a task we will greatly need for our game.

Jordon will also be doing the interactive programming, this will include the player/actor interacting with the environment, or the environment with the player/actor. This could also involve a level of animation at a later stage of development if there is spare development time available.

James has expressed interest in sketching and developing the 2D art and interface for the game. While also developing the game play mechanics, This could be from the use of items, or the collection of items. Death mechanics and interactions the player themselves need to make with the game. Ie movement.

Daniel has a high level of project management skills from a previous uni degree, so has taken the role of that mission. Writing the minutes, Allocating tasks and scheduling meetings and tasks themselves. Daniel also has a high interest in creating unreal environments and creating high visceral environments. Although he does not have much experience he has been focusing his practise on this and is confident to get this to a good standard.

As a team we are going to be giving a joint effort towards the game design and documentation, we feel this was the best way for as a team to develop this game, especially due to only having three members. The team has agreed to make prototypes of any ideas relating to their tasks and next week as a team we will go through them all and decide what are best and if to put them into the game design document.

# The Game

As a team we spoke about the idea of the game, the theme and the mechanics.

Currently we have found a current prototype of a 3rd person game, that is a horror survival experience. The game will be based around a dark, moon lit woodland surrounding a log cabin. Within the log cabin is where the player will start and return. The main aim of the game is surrounding the log cabins fireplace. This fireplace must not go out as that will be game over. We are not certain on the story behind this, whether a moster/enemy will kill you or the character will freeze to death. We are trying to focus on the mechanics first.

The character will then have to travers a dark woodland looking for logs that are placed around the floor, the character can place these into an inventory(Will just be an integer) take them back to the cabin and refuel the fire.

There will be a cheat/easy option to collect a torch from the top of the fire place, to aid with the searching of logs and resources.

The end game is going to be to keep the log fire going for a set period of time without the fire going out and the player will win.

# Tasks Set:

**James:** 1 hour:- Prototyping the players/games HUD system in a series of sketches.

1 hour:- Researching the missions james has selected. Ie gameplay programming.

2 Hours:- Install and set up unreal and any other programs necessary. Experiment on unreal and on the missions at hand.

Jordon: 2 hours:- sketching and listing objects that we will need, or can potentially created.

2 Hours:- Interactions experiments and research.

Daniel: 1 hour:- Managerial stuff, writing our minutes, Creating repositories and research on managerial tools.

3 hours:- Environment experiments.