## 20/03/19

Team Molyneux (3) – Meeting Minutes.

Time: 13:30

Location: CIS 102

Attendee’s: Daniel Beales

James Masterton

Jordon Spowart – Arrived at

# Next Meeting:

Wednesday 27th march | 13:30 | CIS 102 or CIS Café.

# Task Due Dates:

Wednesday 27th march Before meeting.

# Meeting Topics:

Viewing of current project.

Task Check-ups

Task allocation

# Minutes:

Current issues with animation of the button blueprint.

Current issues with the rotation on spawning underground pipe systems.

Spoke about the logic of the game, the mechanics of the suffocation period and how fast the O2 should run out.

# Tasks Complete:

# Tasks Set:

James:

Get the HUD working and Active.

Get the oxygen timer working mechanically and visibly

If possible, add a print string whenever the oxygen goes down.

Research implementing changing map. I.e. a menu system or loading screen.

Dan

Fix the pipe errors. Rotation and positioning.

Fix the positioning of the emergency lights.

Carry on building the maze/Map.

When Map is built larger, add some more sound, lighting and effects.