MyPAM Meeting 7 Minutes

02/08/19

Present:

* had the internship celebration event, nearly won best collaborative project, lots of good feedback
* Sarah will be here two weeks today – we need to sort out a full demo by then

**Actions**

* Get programs in working order without error
* Integrate games with database and server
* Integrate mid-level controller with low-level controller
* Design user feedback forms
* Create mockups of new game designs

**Mitchell**

General:

* Been working on the database with SQLite

Actions:

**Will**

General:

* Altered the appearance of the water based on Khan’s suggestion
* Created level editor – can only add levels, not remove or reorder
* Added level number to top left, highscore to top centre, fastest time to top right
* Added highscore message at end of each level if highscore achieved
* Added special SFX and particle effect if highscore achieved
* Added level looping so after finishing the last level loaded it loops to level 1
* Added exiting on escape
* Added start and end labels to the first and last islands (once integrated with MyPAM the device will move automatically to the start to start the level
* The maximum number of levels is set by the number of scenes in the build, which can only be changed in the build itself

Actions:

**Helcias**

General:

* For Friday: Prepared demo with the first level of each group
* 8 levels total in demo
* All but one person preferred perspective to orthographic when demoing
* Other feedback included that the rings appeared to suddenly
* Added “bonus Aladdin level”

Actions: