**Assignment 1 – Game Engine Group Project  
Sprint 3**

Part of the marking scheme is to have at least **10** recorded meetings with your team. Please refer to the assignment specifications.

1. **Sprint Number**: 3
2. **Date of sprint**: 16/11/2022
3. **Team Name**: IDEK
4. **Members Present**:
   * Xiang Li
   * Yusupha Sanyang
   * Ben Tiley
   * Paddy Thorpe
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

Most ideas have been formed for the GDD and the GDD is well under way. Technical tests have begun on some aspects and technical design document is being thought about and prepared. One test completed so far is a test for the map that we want to use to get into unity and function properly. We used a free website to randomly generate a map, the same app was then used to create a 3-d model of the city map which could then be exported to be used in unity or maya should we choose to make further changes ourselves. Design ideas are also underway with final designs being chosen while the GDD is being made. We wanted to prioritize some things, since the map model is fairly well made we decided to make the design of the zombies, NPCs, and weapons the focus and have so far been shortlisted.

1. **Summary of Progress for Period** – How did you progress? (max 100 words):

The progress on the GDD ideas went smoothly. We made a document with all the ideas for the game on and went one by one deciding as a team which ideas we wanted to keep and not. This meant bad ideas or ideas not quite up to the standard we were looking for were gotten rid of before any development. In doing this, we found a few ideas that we liked but felt we didn’t have the time to fully implement or were good but unnecessary for the base game. Because of this we have left them as possible future updates or last minute add-ons should we have time.

1. **Summary Problem Areas** – What went wrong?(max 100 words):

The biggest struggle was probably allocating jobs for everyone to do for the next few weeks while GDD and TDD documents are being made. Although we are working on both the GDD and TDD we wanted to also make sure we were making progress physically as well as just on paper.

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     + 1. GDD
       2. Pick designs for zombies and weapons
   * **In Development**:
     + 1. Ben is finishing the write up of the GDD and working with the map editor
       2. Yusupha is working together with Paddy to finalize assets we will need and begin some work on 3d Modelling what we need and finding others to help development
       3. Xiang Li and Oliver are testing the mechanics that have been highlighted in the GDD and beginning work on the TDD
2. **Date of next Meeting**: 28/11/2022