**Assignment 1 – Game Engine Group Project  
Sprint 4**

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**: 4
2. **Date of sprint**: 30/11/2022
3. **Team Name**: IDEK
4. **Members Present**:
   * Yusupha Sanyang
   * Ben Tiley
   * Paddy Thorpe
   * Oliver
5. **Summary Objectives for Period** – What should have been done by now? (max 100 words):

So far we have a large amount of concept art for different parts of the game world including enemies, weapons, NPCs, and locations. These need adding to the GDD and then the GDD will be finished as the main text bodies are finished within the document. Initial tests for the TDD have begun with some of the basic scripts already finished for use. The actual TDD has not yet begun but the theory is already being discussed.

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

Progress on all sides have been smooth with pretty much everyone feeling enthusiastic about the work. The GDD body has been completed and the rest of the group seem excited with what the GDD brought to the surface. The TDD is being prepared with scripts being produced quickly and, along with the GDD, should be finished pretty easily and quickly.

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

As always with coding, things didn’t quite go well with the initial attempts of the collision handler and other scripts. This was a minor set back as after a couple hours of going through it and figuring it out we got it working. Another problem we faced was the collision of the map that we have decided to try and use. This app generates a 3d model of a procedural medieval city but assigning a collider to it has been more then difficult. We have yet to figure this problem out but is something we are still working now. Lastly, Steve aka Xiang Li didn’t turn up which isn’t that big an issue but obviously slows down decision making within the group.

1. **Objectives, Deliverables & Plan for Next Period** – What will you do between now and next sprint?:
   * **Product Backlog** (tasks left to do):
     + 1. TDD
       2. Finalise designs to start 3d modelling
   * **In Development**:
     + 1. Yusupha modelling weapons, potions
       2. Oliver and Steve, TDD, testing scripts
       3. Ben Map Collision and finalizing images onto GDD
       4. Paddy castle design, in/out
2. **Date of next Meeting**: ~16/12/2022