

1. Group Members:

Robert James-Stroud, Vandana Sharma, Hao Wang, Su Zhang

2. Apologies for Absence:

3. Review of minutes from previous meeting:

4. Review of actions from previous meeting:

Continuing with last day work

5. New matters for consideration/discussion:

Game Arena

Obstacle for the game

Add assets in the game to make arena complete

6. Discussion of new actions to be carried out & individual responsibilities:

Robert: Player input script, Game manager script, rotate player script, testing.

Vandana : Creating and modify the assets as per requirement of the game, help in deciding and implementing the design of game arena and helping team to find bugs

Hao Compose back ground music and find other sound effects form the Internet. Design the art style for the Game UI and create them in Unity3D.

Su : Building the game scene including design and attaching collision to object. Creating some effect when collision happened.

7. Appointment of chairperson and secretary for the next meeting:

8: Date, time and location for next formal meeting:

Item Number	Explanation
2	No absences.
3	Meeting minutes from previous meeting agreed as matter of record.
4	Continuing with last day work for the game development
5	Discussion about the structure of game arena
5.1	Discussion about the numbers and types of Obstacle in the game like owl, tree and more
5.2	Discussion about adding extra assets to arena so that arena should not look incomplete like adding fence and water to the game arena
7	Chair Su, Secretary Vandana
8	27/01/19 - CES lab 02