

Date & time of meeting:
22/02/19 - 12:00

Place of meeting:
5A.538

Group members present:
Robert James-Stroud, Vandana Sharma, Hao Wang, Su Zhang

Group members absent but who explained their absence before the meeting:
N/A

All other group members not listed in the previous two boxes: N/A

Chairperson for this meeting: Su

Secretary for this meeting: Vandana

Are the minutes of the previous meeting agreed as a correct record?
List amendments here: Nothing needs redress at this time.

Review actions agreed at previous meeting and record how far individual responsibilities have been fulfilled.
Add tutorial is done. A tutorial panel will appear when game start.
Reduce collision trees is done. There is more space for players now.
Add animation to duck is done, but it has some problems.
Reset owl animation is done. Owls will randomly move.
adding sound effects is done.

Where individual responsibilities have not yet been fulfilled within the agreed timescale, list the reasons given:
Basically, the duck have two direction to move and there are two corresponding animation. The animation implemented now is working on one direction but the other is wrong.

New matters discussed:

In order to make players play this game wherever they want, we should create a mobile version. IOS or Android? or Both? We have to finish the whole gameplay first, making sure we have all function completed and there is no bugs which will influence gameplay.

List all actions requiring attention

Game version for Android

Fix scene transition

Fix leaderboard

Fix duck animation

Chairperson of next meeting: Rebert

Secretary for next meeting: Hao