

Lobby Group Meeting #2

2016-02-19, 15:06:55

Attending group members:

Paul - Team Leader, Concept, Database
Adolfo - Integration
Maria - Content
Dana -UI
Guanming - server

Other Attendees:

General Summary of Discussion:

- Checked to see if people were getting the client to working
- Got everyone's Wob_client running

Ideas

- Adding a UI that show the current players that are logged on
 - To create the illusion of a populated server
- Fix it
- Fix the piling game scenes
- Player stats/ inventory
- Lobby as like a social media hub
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Shop/inventory

- Unlocking whole species
 - This should have relevance to the minigames
 - Can only use species that you unlock in the minigames
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Scrum:

Name (Operating system)

Questions:

What will you do by next meeting?

Any blocks?
