Date: 24/02/20

Time: 15:30-16:30

Attendees: Robert Szeto, Kajetan Zarzycki, Ahmed Tumia, Angel Migallon, Hao Zhang

Agenda:

* Discuss progress made by team members since last meeting
* Share and attempt to work through any problems which may have arisen
* Reconsolidate backlog and reprioritise cards in order to be able to deliver a minimum viable product for the second sprint

Conclusions:

* Re-designed the game to make the core functionality simpler to implement
* Re-prioritised some features of the game that were not completely necessary