**Team Software Project**

**Meeting Thursday 20th February**

**Minutes**

1. **Members present:**

Aaron Whiting-Blake

Mehluli Moyo

Jean-Luc Liziki

1. **Members absent:**

Jeffrey Mwandanji

1. **Previous meeting check:**

|  |  |  |
| --- | --- | --- |
| **Member** | **Task for completion** | **Status** |
| Aaron Whiting-Blake | Document progression.  Start research. | The progression was documented.  Research was carried out on a word document and put on the GitHub. |
| Mehluli Moyo | Start creating the design. | The design was started on figma. |
| Jean-Luc Liziki | Use the images on the previously created UI so it is complete. | All the artwork (such as the button UI) was implemented. |
| Jeffrey Mwandanji | Continue the development of the raw code for the hangman game. | The game logic and mechanics have and are continually being worked on. |

1. **Discussion:**

We discussed the beginning of the presentation slides once again, with Jean-Luc starting to create them.

We looked into the possibility of putting gifs on our slides to show off our completed work more easily.

We decided that after this week we would all complete our presentation slides.

1. **Delegation:**

|  |  |  |
| --- | --- | --- |
| **Member** | **Role** | **Task for completion** |
| Aaron Whiting-Blake | Project Planner  Researcher  Quality Assurer | Document progression.  Continue research. |
| Mehluli Moyo | Design Leader  Art Leader | Continue creating the design. |
| Jean-Luc Liziki | Testing Leader  Programmer | Work on the presentation slides. |
| Jeffrey Mwandanji | Programming Leader  Tester | Continue the development of the raw code for the hangman game. |

1. **Date of next meeting:**

**Thursday 27th February**

1. **Any other business:**

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