

Minutes Registration No: 3

Meeting Places: Discord

Meeting Date: 26/04/2021  
Meeting Hour: 16:30 - 17:30

Group/Unit Name	EA Games
Project Name	Fleptris, Cannon Smash
Project Number	2

	Name Surname	Signature
Meeting Director	Hüseyin Akcan	N/A
Meeting Reporter	Atahan Ekici	N/A

	Name Surname	Institution/Unit	Affiliation	TEL/email	Signature
1	Atahan Ekici	Izmir University of Economics	Student	atahanekici@hotmail.com	N/A
2	Egemen Ustaoglu	Izmir University of Economics	Student	hello@egemenustaoglu.com	N/A
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**Agenda Points**

**Meeting Date: 26/04/2021**

In this meeting;

- We show the nearly final version of our game “Cannon Smash”.
- Our instructor gave advice and comments about the final version of the game.
- We had a little brainstorming about simplifying the visuals of the game and making it clearer.
- At the same time, we were informed about the working principles of the Hyper-Casual game industry.



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## Decisions

No	Which jobs to be done?	Who to do?	When to do?	Where to do?
1	Visual improvements and design issues will be fixed for Cannon Smash game.	Egemen Ustaoglu	Until next meeting	At the office
2	Shader will be dealt with for more fluid and smooth color and effect transitions.	Atahan Ekici	Until next meeting	At the office