**Date:** *15/02/2017*

**Location:** *Labs*

**Attendants:**

Everyone

**Missing:**

No one

**Topic of meeting:**

*Sprint 3 Task assigning*

Agenda items:

* 1: Get the core concept working
* 2: Have the game boiled down to its base mechanics

**Moving forward:**

*What did we learn?*

*We added some over complication to some of the aspects of the game and need to focus on just getting the core mechanics of the game in.*

*Where will we be moving/working towards this week?*

*Having the core mechanics of the game working and playable.*

*What is our plan for the following week?*

*Figure out what in the game are the main mechanics and get those finished and into the game.*

**Tasks:**

**Charlie:**

Implement the scoring system to the game: 2h Completed by Sunday 11:59pm

Code the power system on the throw mechanic: 3h Completed by Sunday 11:59pm

Create a halfway point that neither player can cross: 1h Completed by Sunday 11:59pm

**Jamie:**

Draw the art assets for the goal: 1h Completed by Monday 11:59pm

Create an animation sprite sheet for the ice ground breaking: 2h Completed by Monday 11:59pm

Redraw the floor to the correct resolution: 1h 30m Completed by Monday 11:59pm

Research UI techniques and ideas of avenues we can take for the UI: 1h 30m Completed by Monday 11:59pm

**Mark:**

Create an animating wall: 3h Completed by Sunday 11:59pm

Implement Sounds and UI: 3h Completed by Sunday 11:59pm

**Tom:**

Research potential Character concepts: 3h Completed for Sunday 11:59pm

Draw some character concepts (stationary and throwing): 3h Completed by Sunday 11:59pm

**Next Week’s Meetings:**

**11:20 Rob Room w419**