**Date:** *22/03/2017*

**Location:** *Labs*

**Attendants:**

Everyone

**Missing:**

*N/A*

**Topic of meeting:**

*The sprint week ahead.*

Agenda items:

* 1: Fine tuning the game
* 2: Getting player feedback (such as animation and art)
* 3: Converting all concept art into finalised art

**Moving forward:**

*What did we learn?*

*The ball can reach a speed thats to hard to catch ad get into an endless loop. Force the player to throw the puck after a short amount of time. Power bars into the game. Countdown before play starts between goals*

**Next Week’s Meetings:**

Presentation with DAVE: