**Date:** *08/03/2017*

**Location:** *Labs*

**Attendants:**

Everyone

**Missing:**

No One

**Topic of meeting:**

Sprint for the week ahead

Agenda items:

* 1: Tasks for the week ahead

**Moving forward:**

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

*Pushing everything into the one build and working together as a team in that build*

*What is our plan for the following week?*

*Implement the UI elements and menu systems*

**Tasks:**

Charlie:

Using the placeholder art test and implement the block mechanic. 1h 30m

Implement the code for the character selection system. 3h

Code the ball to have bad luck protection so the player who scores doesn’t get start with the ball next round. 1h 30m

Jamie:

Finalise the art that mark has done into art for the game. 3h

Draw the reindeer character into finalized art. 2h

Arena Overlay. 1h

Mark:

Merge the two builds together using Charlie’s build as the base. 2h

Resize the prototype to give the border at the top of the screen. 2h

Draw the background art for the new space. 2h

Tom:

Draw placeholder art to be used for the block mechanic so the mechanic can be tested properly. 1h

Draw placeholder art for the reindeer, penguin, polar bear, and wolf from a forward-facing point of view for the selection. 3h

Create a questionnaire for when we playtest the game. 2h

**Next Week’s Meetings:**