**Date:** *01/02/2017*

**Location:** *Labs*

**Attendants:**

Jamie Chandler,

Charlie Crewe,

Thomas Turner,

Mark Key.

**Missing:**

*No one*

**Topic of meeting:**

Initial Presentation

Agenda items:

* 1: Presentation Feedback
* 2: Jira Tasks

**Moving forward:**

*What did we learn?*

*More detail about the mechanics in the game, catch, block and dash. The game is dull, not memorable.*

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

*Trying to create a original aspect to the game, working on a potential new art style.*

*What is our plan for the following week?*

*Creating a prototype, mock up a potential new art theme.*

**Tasks:**

Charlie:

Create Player Movement and Dash Controls, 2h.

Create Ball Physics, 3h.

Design a new art style, mood board, 1h.

Jamie:

Draw assets for the players and ball, 2h.

Draw assets for the arena, 2h.

Draw assets for the UI, 2h.

Thomas:

Draw assets for the players and ball, 2h.

Draw assets for the arena, 2h.

Draw assets for the UI, 2h.

Mark:

Design a new art style, mood board, 1h.

Conceptulizing the mechanics and iterations to them, 2h.

Iterate the neon theme in order to salvage the idea, 3h.

**Next Week’s Meetings:**

**Wednesday :- 10am**