**Date:** *22/02/2017*

**Location:** *Labs*

**Attendants:**

Jamie Chandler

Thomas Turner

Charlie Crewe

**Missing:**

Mark Key

**Topic of meeting:**

Preperation for the presentation next week

Agenda items:

* 1: Pulling all the assets together into the prototype
* 2: Creating a presentation using the previous one as a guide

**Moving forward:**

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

*Turning the character concepts into the finalized characters. Building the prototype up with all the assets that we have created so far. Creating a presentation for next week.*

**Tasks:**

Jamie:

Create the presentation using the last one as a guide: 2h

Turn the charcter concepts into finalized characters: 2h

Create UI elements: 2h

Charlie:

Pull all the assets from github together into prototype: 2h

Record a video/gif of the gameplay in the game: 2h

Overall tweaks to the game to improve certain elements: 2h

Tom:

Anthropomorphize the charcter concepts so they have more human characteristics: 3h

Create some UI mockups and designs: 3h

Mark:

Continue your work on the moving walls, animating is used in a loose term and doesnt mean that it is the best method of create the effect you are after: 3h

Implement the sounds and UI elements from the week before last: 3h

**Next Week’s Meetings:**

Presentation: A102 Rob and Chris at ????