**Date:** 0*8/02/2017*

**Location:** *Labs*

**Attendants:**

*Charlie Crewe,*

*Thomas Turner,*

*Mark Key.*

**Missing:**

*Jamie Chandler (Reason Given)*

**Topic of meeting:**

Week Ahead

Agenda items:

* 1: Sprint 2
* 2: Art Style
* 3: Game Mechanics

**Moving forward:**

*What did we learn?*

*We now have four viable art styles to be used for the game and we have to decide which one we want to take forwards.*

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

*We will have a discord meeting Thursday or Friday and try and decide on the art style and the art tasks moving forwards. This is because we feel we need an input from Jamie and the whole team.*

**Tasks:**

Charlie Crewe:

Finish the ball physics – 3h

Code the catch mechanic – 2h

Code the throw mechanic – 1h

Jamie Chandler:

Mark Key:

Thomas Turner:

**Next Week’s Meetings:**

*Dave: Wednesday - 9:20*

*Eddie: Wednesday – 11:00*