Meeting Minutes

Date of meeting: 12/02/21

Time of Meeting: 1PM

Attendees: Daniel Bailey (Developer), Paul Howarth (Client)

Apologies from: None

Item 1: Current Progress Update

* Discussed progress made in previous weeks and current state of game
* Discussed feelings with current progress
  + Both parties happy with how project is progressing

Item 2: Steps for next week sprint

* Outlines best tasks for next week sprint
  + Finish small features before moving on to asset addition and design work

Item 3: Overall progress estimate

* Client asked about estimated progress so far
  + Responded with just under ¾ without allowing for playtest tuning as adding sprites and design work will take less time once assets created / found
  + Client was happy with estimate so far

Meeting End Time: 1:20pm