# Meeting minutes: The Exiles Group Project

**Date of meeting:** 27 February 2020

**Time of meeting:** 09:00 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* A lot of bugfixing done.
* Playtesting.

**What could be improved**

* There were issues with version control and size limit on Unity collab. Now fixed.

**Feedback received**

*Either playtest or tutor feedback*

**Individual work completed**

* Ethan - Major bugfixing and addressing playtesting feedback
* Alpeche - Make enemy follow player if enemy can see the player
* Jamie - UI mockups

### Discussion topics

* Art style considerations
* Tasks and priorities for next week

### Sprint aim

*Overall aim of the current week’s sprint (what will the product look like by the end of the sprint)*

Asset production and bug fixing.

### Any other business

None.

**Meeting ended:** 11:00 AM

**Minute taker:** Alpeche