# Meeting minutes: The Exiles Group Project

**Date of meeting:** 5 March 2020

**Time of meeting:** 9:00 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Assets now in medium and hard levels

**What could be improved**

* UI work should’ve been done sooner

**Feedback received**

*Either playtest or tutor feedback*

* UI work should’ve been done at an earlier stage and playtested
* Game in a good state to be presented to Miniclip’s Jamie
  + Consider using old UI if new one isn’t playtested in time
  + Steve will manage expectations of Jamie, so we don’t need to worry
* We should playtest new UI and assets

**Individual work completed**

* UI assets and medium and hard level assets
* Bugfixing
* Changing player controller to more traditional controls
* Updating tutorial level so animals don’t need to follow the player all the way to the exit for the player to win

### Discussion topics

* After next week we’re not adding any new functionality to the game, just polish and bugfixing.

### Sprint aim

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

Have the game ready for the Miniclip demo and make sure the transition between tutorial level and easy level works well.

### Any other business

None.

**Meeting ended:** 11:00 AM

**Minute taker:** Alpeche