agenda

# Planning Stage Review and Preparing for the Design Stage

03/11/2020

1400 - 1500

Attendees: Aiden Deegan, Iain Forrester, Ross Laing, Stefan Ganescu, Yaacov Simmons

Absentees: N/A

Notes taken by: Yaacov Simmons

1. Summary of Previous Meeting: Discussed the tasks we were given from last week
2. Agenda

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| Time | Event | **Notes** |
| 1400 | Task Recap | Tasks assigned in previous meeting that have been completed have been uploaded to the GitHub repository.  The menu and game specific tasks that were delegated in the previous meeting have been completed. |
| Time | Event | **Notes** |
| 1420 | Delegating Tasks | * Aiden – Game Specific Tasks: Sprite * Iain - Game Specific Tasks: Sprite * Yaacov - Game Specific Tasks: Sprite, begin work on a proposed test log. * Ross - Game Specific Tasks: Sprite * Stefan - Game Specific Tasks: Sprite |
| Time | Event | **Notes** |
| 1430 | Next Steps | Tasks to be completed for the next meeting and reviewed by peers in the group.  Implementation stage is well underway, and sprites will be ideally finalized during this week and a full group work session has been organized for 06/11/20.  All team members are to research collisions within the game. |

## Additional Information: