agenda

# Implementation Stage

27/10/2020

1400 - 1500

Attendees: Aiden, Iain, Ross, Stefan, Yaccov

Absentees:

Notes taken by: Stefan

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 | The heads up display, account, databases, user and admin framework, contact us page, feedback, CSS and the game manual have been completed. The server has also been set up. Research has been done on game implementation and collision. |
| Time | Event | **Notes** |
| 1420 | Delegating Tasks | * Aiden – Menu specific tasks * Iain – Game specific tasks * Yaccov – Menu specific tasks * Ross – Game specific tasks * Stefan – Game specific tasks |
| Time | Event | **Notes** |
| 1440 | Next Steps | During next week we will continue the solid implementation of the game. Any task completed will be uploaded by the person who last worked on it will upload the completed version with each person’s work.  There will be a focus on working on implementing game itself, while also finishing the game’s menu. |

## Additional Information: