**Destructible Environments**

Write your Project Name Here

**Date held:** 23/03/2023 at 12:00 – 1:00

**Requested Attendance:** Everyone

**Goal**: To discuss problems with the current prototype and assign tasks that build towards a basic working game/project for 30/03/2023.

# Items for Discussion

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| 1. | **Approval of the minutes from the previous meeting:** |  |
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|  | We have managed to implement all mechanics needed for the final game, other than the grapple and item pickup. Which are still in progress.  We have planned to have these two mechanics working for the next session (30/03/2023) by having other members working on them together to have them functioning properly. |  |
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| 2. | **AOB**  We have spoken about having tasks assigned to each of us each week to ensure the project is constantly moving forward. This was decided as previous weeks have mostly been inactive, in terms of the amount of work being complete and the recent attempt of assigning tasks individually worked well for the project.  Tasks will now be listed in the Jira for people to choose. A more refined/clear list will also be posted in the discord as this is the main form of communication. |  |

**Minutes to be recorded by**: Jacob