Our Project to do list:   
Our Meeting: Fridays at 2pm   
  
Current Tasks: (Before Friday Meeting)

Willoughby

* Prototype of the presentation
* Post-mortem (maybe)

Len

* Prototype of the presentation
* Post-mortem
* - add in previous game ideas and research

**Done:**

Willoughby

* **Finish the game prototype ☺**
* **Audit and backlog tasks**
* **Create challenge list (blocker to uploading challenge list) ☺**

Len

* **Audit and backlog tasks**
* **Finish Game assets (blocker to Willoughby’s task) ☺**
* **Finish challenges list ☺**

Willoughby

* **Timeline minigame ☺**
* **Neaten code ☺**
* **Half of Design Doc** ☺   
  - Description   
  - Progress/Gameplay/ Core game loop/ goals/ skills/ mechanics  
  - Technical Details   
  - Challenges we will face

Len

* **Making Game Assets ☺**
* **Half of Design Doc** ☺   
  - Story & Character  
  - Art style  
  - Demographics and Platform

**Backlog**

* **Make Game Content (Len)**
* **Having a playable prototype (Willoughby)**
* **Maybe Technical playtesting?**
* **Creating the timeline (both)**
* **Show our backlog of work (both) (blocker to timeline)   
  -** add in date, name and task, description
* **Audit & upload work on GitHub (both)**   
  - Add in pictures of the mansion  
  - add in previous game ideas and research !!  
  - record of the problems faced
* **Make the presentation each (includes our post-mortem) (both)**- what we plan to do next/what we think it will look like in the future  
  - justify our decisions
* **Create a post-mortem (both)**   
  - adding in the list of problems we faced   
  - justify our decisions