

12 JANUARY 2018

(s) Arnold Bukachi

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**Objectives**

* FINALISE what game implementations need to be completed before Monday

To-do before Monday

* Print bigger marker with instructions on the back
* Upload the rest of the SFX on GitHub
* Update GDD
* Adjust on screen directives to indict start and finish clearer
* Upload videos onto YouTube
* Buttons

5-minute presentation

* Team organisation, 1-2 mins (ARNOLD)
  + Weekly meetings
  + Project progression & directions on Trello. Accessible content creation on GitHub
* Evolution of concept, 1mins (LUDWIK)
  + Initial (maze game)
  + Feedback & improvement
  + Showcase game
* How it is implemented, 2 mins (JOHN)
* Future updates you would like to implement, 1mins (JOHN)

3PCs

1. Unity code
2. Social media
3. Team organisation

**END OF REPORT**