**Team Meeting**

Our team meeting on Monday was around 1hour 30 minutes.

We discussed the DevOps strategy, and we were happy with the results. We find a useful tool such as discord and GitHub to communicate right away with the teammates the progress in the game has been showed up in the platforms and we discussed how are we going with the game development considering the dates.

For this week’s part we discussed more about how we will be creating the shadow as a part of the game tile set. During week 2 we had a basic main menu set up, so for this week we added in more functions as we worked on game levels. We basically added more designs and buttons. We even worked on the transitions between scenes like once the player completes level one, they automatically move on to the next level.

We even discussed how we plan to add the guards and their movement. The guards are like bots. We will be adding coins for the player to collect as they play the game and a small section at the top corner to count the number of coins they collected.

All the team members contributed their opinions to make the game better.