Group 2 Meeting 9

Wednesday 02/11/16

Attendees: Heidi Falcon, Alice Baker, Elliot Chester

Location and time: Waterfront Building 12:00pm

Agreements:

1.- Reviewed work completed and ironed out issues.

2.- Discussed and agreed changes to the levels.

3.- Agreed mechanics/ challenges for second level and timer element.

4.- Discussed evoking Chrysalism in player after completing the maze.

5.- Agreed scoring element in game for player to release next level.

Tasks assigned:

**Elliot** Please continue work on code to add sounds. Create front screen as per Alice’s designs. Log time spent on previous tasks. Estimated time 3 hours. Estimated finish day Monday.

**Alice** Please finalise maze. Please log time spent on previous tasks. Estimated time 3 hours. Estimated finish day Monday.

**Heidi** Please create 2 minute timer for levels. Create book texture for fist level. Create animation for Alien. Create bucket asset. Please log time spent on previous tasks. Current task: 3 hours. Estimated finish day Saturday.

Next meeting Wednesday 09/11/16 at 10:00 pm in Atrium Building, labs.