**Meeting Minutes [Week Seven]**

**Date:** Wednesday 16th November 2016 **Time:** 9:30am – 12:00pm **Location:** Waterfront Building **Purpose:** To discuss Eddie and Rob’s feedback and the following week's tasks.

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| **Attendees** | | |
| **Name** | **✓** | **Position** |
| Benjamin Reynolds | **✓** | Project Manager / Programmer |
| Thomas Simmons | **✓** | Project Manager / Designer |
| Sam Clack | **X** | Programmer |
| Ionut Ciobanu | **✓** | Designer |

**Discussion**

1. Sam was absent and is yet to complete a single task. He has not communicated with the group in three weeks.
2. We discussed the presentation feedback, and are going to attempt to make the platforming/walking aspect of our game far more fast paced, twitchy and engaging by introducing ‘missiles’ and moving platforms.
3. The week's tasks have been allocated and are accessible via our GitHub project page.  
   1. Benjamin Reynolds (P) (7)
      1. Refactor Code (2 Hours)
      2. Managerial Tasks (2 Hours)
      3. Create the memory orbs and HUD (1 Hour)
      4. Create the ‘missile’ and ‘swinging’ object functionality (2 Hours)
   2. Thomas Simmons (D) (6)
      1. Create backgrounds for the various levels (4 Hours)
      2. Managerial Tasks (4 Hours)
   3. Ionut Ciobanu (D) (6)
      1. Create art assets for the second level (1 Hour)
      2. Create art assets for the first level (2 Hours)
      3. Create art assets for the third level (3 Hours)