Date: *09/11/2016*

Location: *A2.14 (Games labs)*

Attendants:

Joseph Barber,  
Bethany Cowle,  
Courtney-Jade Pearson,  
Henry Smith.

Missing:

*None*

Topic of meeting:

Preparation for next presentation, play testing and assigning tasks.

Agenda items:

* Discussed how our previous sprint went.
* Talked about playtesting: What questions do we need to ask and what feedback is valuable to us?
* What tasks from are backlog are most important and how shall we prepare for next weeks presentation

Moving forward:

No problems were faced in our previous sprint regarding tasks getting completed, however some tasks were completed a bit close to the sprint closing. After meeting with Rob we have added time allocation to all of our task and will now be logging the time it takes by commenting on the issues on GitHub.

This week we will be preparing for our second presentation, we will also be focusing a lot on getting feedback from play-testers this week. For our tasks for this week we are now also beginning to work on the ending of our game; some tasks have been assigned regarding the final “boss”/level of our game, as we feel that with the amount of time we have left for this project we should begin bringing our project/game to a close.