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| Manager: | Callum Walsh |
| Date: | 26/10/2016 |
| Attendees: | Callum, Connor and Jake |

Macauley sent an Email saying he would not be present because he overslept.

Note: Minutes written by Connor for this week.

The team discussed the tasks for last week, including the need to get a Unity project up and running with 3D assets in it, we designed 3 minigames for the player to complete based on those designed last week, and reviewed the 3D assets Jake created.

We also set up the sprint on GitHub using the issues and project system, including the projected time taken in the description and leaving comments when work is completed/uploaded and how long that work has taken.

Tasks this week:

Callum:

Create a backlog list within Github

Create animations for the player rewards in unity.

Connor:

Setup basic Unity Project

Coding task: Bind mouse to keyboard

Load 3D assets into unity projects

Jake:

Complete key 3D assets

Create documentation of mechanics for our puzzle mini-games

Mac:

Create a 3D ceiling for our office environment.