**Date:** *24/10/2016*

**Location:** *Labs*

**Attendants:**

Max Carter,

Charlie Crewe,

Ethan Ward,

Joe Sawyer.

**Missing:**

*No One*

**Topic of meeting:**

*Week 1 Run Down.*

Agenda items:

* 1: Checking the weeks work was up to date
* 2: Checking the weeks work was done to a satisfactory level
* 3: Adding any additional tasks needed for the last day.

**Moving forward:**

*What did we achieve?*

*Coding tasks done much quicker than expected, should be set more complex tasks in the future or easier tasks for less time. Research and artwork was done correctly and on time.*

*Where will we be moving/working towards this week?*

*Talk to Chris and see what he suggests for the direction we should take in week 2, loosely we should try and get a playable game of the hospital, so the hospital art asset made, and a wheelchair sprite sheet for the character. As for coding it may be safe to start on the asteroids game, if so some art might be needed for that in the future but as for now it is still possible to continue the coding without art*

**Tasks:**

Decided on Wednesday

**Next Week’s Meetings:**