**Date:** *26/10/2016*

**Location:** Labs

**Attendants:**

Charlie Crewe,

Max Carter,

Ethan Ward.

**Missing:**

*Joe Sawyer (At Dentist, see emails)*

**Topic of meeting:**

Week 2 Sprint

Agenda items:

* 1: Set tasks for week ahead.
* 2: Run through everything discussed in Chris’ meeting.

**Moving forward:**

*What did we learn?*

*The game is slightly over scoped for the time allotted, therefore we should focus on making just one or two levels to show what the game could look like and state that there would be more should time allow, this means that we can focus on making the two levels we make look really good instead of focussing on everything but it having a rushed art style.*

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

*Begin making the hospital part of the game in art and start on the asteroid part of the game in code.*

*What is our plan for the following week?*

*Complete the tasks set.*

**Tasks:**

**Charlie:**

Upload the tasks to GitHub and set them. 1h

Offer support to Ethan should he need it. 1h

Compile all assets from this weeks assignments into one unity file. 4h

**Max:**

Draw a brain for the character for the asteroid game. 30m

Create a 6 frame sprite sheet for the main hospital part of the game. 5h 30m

**Ethan:**

Add a key press to the teleporter, so that the player can choose to get teleported, make it be able to work back and forth from the same point as well. 1h

Basic Movement for a spaceship, for the asteroid game, movement forwards with the W key and change direction with A and D. 1h

Fire projectile from the front of the placeholder character you’re using. 1h

Programme the interference to spawn in from the edge of the screen, and damage the player, destroyable from the projectiles. 3h

**Joe:**

Use your research from the last week to create a background of a hospital, the rough outline will put on GitHub for you to follow, retain the story book art style, however some level of detail. 5h

Convert the mood boards you produced last week to photoshop and to the format asked for in the task, png and psd, then re-upload them to GitHub, delete the two you uploaded in power point. 1h

**Next Week’s Meetings:**

Meeting Monday at 5pm

Meeting Wednesday at 9:45

Eddie Wednesday at 10:20 – 10:40 in A2.16

Rob Wednesday at 11:00 – 12:20 in W418