**Date:** *02/11/2016*

**Location:** *Labs*

**Attendants:**

*Max Carter,*

*Charlie Crewe,*

*Joseph Sawyer*

*Ethan Ward*

*Quwaine Dantes.*

**Missing:**

*No one*

**Topic of meeting:**

*Sprint 3 Tasks.*

Agenda items:

* 1: Set tasks for the week
* 2: Review tasks from the last week
* 3: Set dates for the tasks to be complete

**Moving forward:**

*What did we learn?*

Tasks should be set as smaller more manageable tasks, show the people within the group how to us GitHub’s idle properly.

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

Get a working prototype before our meeting with Dave next week

**Tasks:**

Joe:

Create the background for the hospital with minimal detail – 3h

Add detail to the Psychiatrists room of the hospital (consult the layout on GitHub) – 2h

Research the contents of a psychiatrist’s room in order to make it more accurate, create a moodboard and upload it to github in png and psd format – 1h

Ethan:

Create enemies for to attack the player and be destroyed by the projectiles fired by the player – 2h

Create projectiles for the player to fire – 1h

Compile the enemies, and the player code into one unity scene – 3h

Charlie:

Compile the hospital scene into one unity scene – 3h

Upload the tasks to GitHub – 1h

Animate the main character in his wheel chair so that it looks like he’s moving – 2h

Max:

Start work on the story board, sketch out the outline for the panels – 3h

Colour in as many of the four panels are you can within the time you have left – 3h

Quwaine:

Sketch out two sets of four frames for the interference – 2h

Create four different opacities of fog for the background, scaling from deep fog to light fog – 2h

Research and create the clipboard to be used in the players room, on which they discover the information about themselves – 2h

**Next Week’s Meetings:**

Monday – 5pm

Wednesday – 9 am

Dave – 9:20 am