**Date:** *17/11/2016*

**Location:** *Labs*

**Attendants:**

Charlie Crewe,

Max Carter,

Ethan Ward,

Quwaine Dantes,

Joe Sawyer

**Missing:**

No one

**Topic of meeting:**

Discussion for sprint 5

Agenda items:

* 1: Task Setting
* 2: Prototype discussion

**Moving forward:**

*What did we learn?*

*Reworking the game should have come much earlier in the sprint cycle.*

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

*Building a prototype before the meeting with Chris.*

*What is our plan for the following week?*

*Make sure we have a working prototype we can game test for the future*

**Tasks:**

Charlie:

Compile assets into a working prototype. 3h

Code a Progression Bar. 2h

Ethan:

Finish the movement code, snake like movement. 3h (Done by Sunday)

Code a round system, where enemies spawn for 10 seconds, then 20 seconds to kill them, repeat. 2h

Max:

Put the tasks on github. 1h

Produce some un coloured story boards. 4h

Quwaine:

Recolour interference sprite sheets. 2.5h

Recolour interference destruction sprite sheets. 2.5h

Joe:

Create a sprite sheet for the overload ability, 6 frames. 3h

Re-work (Re-colour) the shield, Purple. 2h

Rework outline fog. 1h

**Next Week’s Meetings:**

Monday, 5pm, Labs

Wednesday, 10am , Labs

Wednesday, 11:40am , Chris