**Date:** *23/11/2016*

**Location:** *Labs*

**Attendants:**

Max Carter,

Charlie Crewe,

Joe Sawyer,

Ethan Ward,

Quwaine Dantes

**Missing:**

*N.A.*

**Topic of meeting:**

*Creating a product back log*

Agenda items:

* 1: Make sure everyone understands the game we’re making and where it will be for the final presentation.
* 2: Complete prototype into playable game
* 3: Play test game.

**Moving forward:**

*What did we learn?*

*We need more tasks that are set to be completed at certain times.*

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

*Completing the prototype and the start play testing*

**Tasks:**

Charlie:

Code the progress bar, completed by Sunday. 2h

Change shield to E and where the bullets spawn from. 30m

Clean up the prototype, and add the backgrounds and fog, completed by Sunday. 3h

Max:

Put tasks up on Github. 1.5h

Set up discord server and send out invites. 10m

Play testing. 3.5h

Quwaine:

Find suitable background music for the game (tense but fast beat) 2h

Find suitable sound effect for when the electrical impulse is fired 1h

Find suitable sound effect for when the shield is up 1h

Find suitable sound effect for when the overload goes off 1h

Find suitable sound effect for the interference being destroyed 1h

Joe:

Create a screen to be used as the menu, have a title, play, instructions, and quit option. 2.5h

Create an Instructions screen that details the buttons that get pressed. WASD for movement and left Mouse button for fire, Q for overload, E for shield. 2.5h

Ethan:

Animation for the interference 1 and 2. 2.5h

Animation for the death animation of interference 1 and 2. 2.5h

**Information Worth Noting**

Max’s task to create the 5th memory storyboards will be cancelled. Playtesting is far more important at this stage and we probably won’t have time to show them off in the final presentation. We already have the 1st memory storyboards included so we can show off a dev demo of sorts as initially planned.

**Next Week’s Meetings:**

∙ Monday 28th – Group catch-up – on Discord @ 5pm

∙ Wednesday 30th in labs – A2.12 with Chris @ 9:20am

* Meet in labs before at 9am