**Date:** *30/11/2016*

**Location:** *Labs*

**Attendants:**

Max

Charlie

Quwaine

Ethan

Joe

**Missing:**

**Topic of meeting:**

*Task setting and review of previous week*

Agenda items:

* 1: Planning tasks for the next week
* 2: Building prototype into the final game

**Moving forward:**

*What did we learn?*

*The situation we’re experiencing with our game (behind schedule because of multiple reworks*

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

*We need to all understand our product backlog and work hard for the next two weeks*

*What is our plan for the following week?*

**Tasks:**

Charlie:

Implement the abilities with their animations: 2h (done by Sunday)

Implement the animations for the bullets: 1h (done by Sunday)

Code the background to change when the player reaches 100%: 1h (done by Sunday)

Code the menu system, from the main menu to the instructions and to the main game: 1h (done by Sunday)

Ethan:

Implement the animations for the interference: 1h

Implement the animations for the death animations of the interference: 1h (use a animator tree to swap between idle and death)

Implement the sound effects for the impulse: 1h

Implement the sound effect for the interference being destroyed: 1h

Work on the round system to have text on the screen in the top right corner counting down the time till the next wave spawns: 1h

Joe:

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

Figure out ways we can better generate the feeling of monachopsis: 2.5h

Max:

Put the tasks up on github: 1.5h

Create a .exe of the game: 1h

Playtesting: 3h (after Sunday)

Quwaine:

Crop all sound effects to be the right lengths and not too long: 3h (Done by Sunday)

Playtesting: 2h (after Sunday)

**Next Week’s Meetings:**

Monday night at 5pm on discord to see how tasks are going and any problems

Wednesday at 9am in Labs

Wednesday at 9:20 meeting with Dave

Wednesday at 11:00 meeting with Eddie