**Date:** *7/12/2016*

**Location:** *Labs*

**Attendants:**

Charlie Crewe,

Max Carter,

Joe Sawyer,

Ethan Ward.

**Missing:**

*Quwaine*

**Topic of meeting:**

*Final Weeks Sprint.*

Agenda items:

* 1: Planning how to get the game to a presentable level
* 2: Plan and practice the presentation for Wednesday
* 3: Enjoy never having to see Joe again

**Moving forward:**

*What did we learn?*

*Early on in the project there should be more rapid iterations, and if there is a major game change it should be done within this early period.*

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

*Closing of the game and finalising what we have.*

**Tasks:**

Charlie:

Work on the prototype to polish it for the presentation: 3h

Gather feed back on the groups learning and experience, what are they doing to take forward (Rob Email): 2h

Complete the post mortem sheet in detail: 30m

Max:

Create the presentation: 3h

Put tasks up on GitHub: 1.5h

Complete the post mortem sheet in detail: 30m

Joe:

Complete the post mortem sheet in detail: 30m

Redesign the instructions screen so that the buttons and mouse are correctly position and aligned, and the return button follows the same style as the buttons on the main screen: 2h

Ethan:

Record footage of the game for the presentation (complete from Monday onwards): 2h

Code the brain to change direction with the direction the brain is moving: 1h

Complete the post mortem sheet in detail: 30m

Quwaine:

Complete the post mortem sheet in detail: 30m

As a manager plan some ideas for the final slide to show the work, hours and tasks, use robs email as a guide, and have this done by Sunday so Max can make the slide: 2h

Points of notice:

There were not a lot of tasks to hand out this week and this results in people having below the usual number of hours.

**Next Week’s Meetings:**

Wednesday:

Wednesday: Presentation