**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

Max:

Create the presentation: 2h

Put tasks up on github: 1.5h

Joe:

Ethan:

Quwaine:

**Next Week’s Meetings:**

Wednesday:

Wednesday: Presentation