Meeting minutes Sprint 6,

Date: 23/11/2016

Attendance: everyone present

Summary:

After the 2 meeting with Dave and then Eddie we took in the feedback given and proceeded to consider the possible tasks for the following sprint. On the coding side Heather discussed with Henry and Nathaniel the possible bug fixes and additional features that should be implemented in the level while I decided upon the further art tasks I should focus on. We decided that for the time being I should create one of the levels background and characters, making sure we first had a proper working level before thinking about further skins for the endless runner.