**Meeting Minutes (7/12/16) 09AM-10AM**

**Attendees**

Henry

Heather

Alex

Nathaniel

**Absentees**

N/A

**Agenda**

**Work Review From Previous Week**

Some issues with art work and not enough time set for the amount of art required.

Some issues locating and rectifying bugs in the code.

All urgent work was completed, with the minor issues carried across to this week.

Discussion of the final presentation for next week – the format and how it works, what we need to cover and how the project post mortems work.

**Review Backlog**

**Work Assigned For This Week**

**Tasks Assigned And Estimated Time Required**

Alex: 2 hours to create artwork for the menu buttons.

4 hours to make the background art for the end screen (win/loose variations).

Nathaniel: 2 hours to playtest the game, checking for bugs, and capturing video footage to then edit and upload for use in the final presentation.

2 hours of playtesting in which players will fill out a questionnaire about their experience.

1 hour to add sounds to the game.

Henry: 2 hours of contingency for bug fixing/game breaks.

1 hour of personal playtesting.

1 hour external playtesting.

1 hour compiling final assets into a game build.

Heather: 2 hour management – email count, burndown charts for participation, final iterations to presentation.

1 hour personal playtesting for bugs.

2 hour external playtesting.

**Anyone Requiring Less Work, And Why**

N/A

**Agreed Meeting Outcomes**

This sprints outcomes is to bring together the final elements of the game, and work together to iron out any kinks and bugs. To get a round of playtesting done to get final feedback about the game, and to begin considering the post mortem and what went well/needed improvement.