**Level 4/5 Group 8 Meeting Minutes**

Date: 16th November 2016

Time: 12:50 pm

Attendees: Jack Fuller, George Hutchings, James Pyke, Caitlin White

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Discussion:

* Discussed feedback from pitch – mechanics of the game aren’t clear. Decided that we don’t have enough time to implement all the mechanics we had initially decided on as it is a lot of work to do in the remaining time. Decided that we’ll focus on the memory mechanic as that is the mechanic that is closest to completion so we’ll design some more memory puzzles for implementation. As we’ve already got the boulder challenges implemented we will also keep that so we’ll only be focusing on two mechanics.
* Most of the needed artwork is completed – only a few things left to be created such as title screen, death animation for the character and a few other assets.
* Some code still to be completed – memory puzzle not fully functional but being worked on.
* Small bug in walking animation to be fixed.

Tasks moving forward:

* George Hutchings – Create background for main hub, death animation, death sprite and art for picture frames
* Caitlin White – Create title screen, game over screen and any art assets that could be included in memory puzzle.
* Jack Fuller – Finish coding the memory puzzle.
* James Pyke – Refine walking animation and implement jumping animation.