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

Date: 23rd November 2016

Time: 10:00 am

Attendees: Jack Fuller, James Pyke, Caitlin White

George Hutchings did not attend.

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Discussion:

* Discussed work that had been completed the previous week. Issues had been had with the scripting – issues with getting the memory mechanic to work. Worked through the problem with Chris and it shall be refined over the next week.
* Discussed tasks that had not been finished in the week. The tasks that had not been completed were allocated to other members of the group to finish in the coming sprint.
* Running out of time to create all the mechanics we had initially intended – once the memory puzzle code is complete we will use this to create more memory puzzles to replace the puzzles we could not create.

Tasks moving forward:

* George Hutchings – Create background for main hub, death animation, and death sprite.
* Caitlin White – Create controls screen, art for picture frames and art for memory collectable.
* Jack Fuller – Complete code for the memory puzzle.
* James Pyke – Create working title screen.