Minute Meetings:

Brief summery: Presentation went well and managed to get comments just to say need to show gameplay.

Tasks was discussed and better timed then the last sprint.

We set up the sprint to have better play tests as well as make the sure that players can be guilded corrected.

Who attended: Sam, Will, Rob, Anthony

What went well last week?

We managed to start getting clutter and had the good idea to foucs on the main level.

What was an issue last week?

The main issue we had was time management as well as a problem.

Feedback from meetings with lecturers:

Presentation went well, we had comments of needing to show gameplay, in future will will have gameplay with player cam in the courner to show feedback.

Other topics and notes: