**MINUTES MEETING #6**

**DATE**: Fri 17-03-17 **TIME**: 10:00 **LOCATION**: A214

**ATTENDEES:**

* Heidi Falcon
* George Flude

**ABSENT:**

* Macaulay Mills

**AGENDA TOPICS:**

**Tasks completed:**

* Georges Tasks done besides playtesting
* Heidi’s Tasks done
* Macaulay’s Tasks not done

**Discussion:**

* Discussed communication issues and reasons for them
* Simplified the tasks left to complete
* Referred to the brief and picked apart the game we currently have
* Discussed feeback from tutors for the weeks we haven’t had meetings for
  + 2nd Presentation feedback
  + Presentation feedback and meeting with Dave
* Cleared backlog of tasks that have been completed
* Created this weeks sprint and planned for next meeting

**ACTIONS:**

* Playtest for everyone
  + Provided questionnaire

**George**

* Wants to try and code an upward force to the game, as a buoyancy physics 3h
* Make the presentation for the week after next

**Heidi**

* Finalise mechanics of eating
* Assign sounds found last week
* Code a timer into the game

**Macaulay**

* Research Buoyancy 3h

**NEXT MEETING:**

Tuesday 21-03-17 at 1:30 pm in A214.