**Group 14- Meeting minutes**

Wednesday, 9:30am-10:00am, 08/02/17

All group members present

Location: A2.14

**Points discussed:**

Group decided which prototype we would work on this week, we decided that we would work on the friction prototype and continue developing the design and mechanics for this game.

Group went over last weeks tasks and discussed what went well and what we could have improved on.

Determined group members tasks as well as set up this weeks sprint.

* Rafik to work on curlling effect and playtest
* Henry to continue work on friction game mechanics (intial speed randomiser and setting up the Unity scene)
* Alex to work on art research as well as playtest throughout the week
* Micheal to work on further design and playtest throughout the week

Sprint will be set up today.