**Group 14- Meeting minutes**

Wednesday, 9:00am-10:30am, 15/02/17

Michael and Alex present

Location: A2.14

Henry and Rafik were both ill and unable to attend, Henry had informed us prior to today’s meeting and we were prepared for his absence.

**Points discussed:**

Discussed previous sprint and where to go from where we are.

Determined group member’s tasks as well as set up this week’s sprint.

Rafik:

* Name the game, Do some research for good name ideas and present us with the best ones on Wednesday : 1 Hour
* Pause Function, create a script that pauses the game on "Escape" : 2 Hours
* Create the title screen, create splash screen art for the main menu then place it on a scene and put a button in the scene that will take you to the main screen scene.

Henry:

* Set up the scripts for the tiles that reduces the resistance of them (The "Curling" Effect) : 5 Hours
* Then bug fix/play test the tiles : 1 Hour

Alex:

* Playtest for 2 hours
* Continue work on artwork and placeholder assets for 2 hours

Michael:

* Playtest for 2 hours
* UI art for 2 hours

Sprint has been set up.