**Group 14- Meeting minutes**

Wednesday, 10:00am-12:00pm, 22/02/17

All group members present

Location: A2.14

**Points discussed:**

Group decided to start work on new game this week after feedback from Dave. New game will be a friction/ gravity based game taking influences from games such as ‘Tiny Wings’. Group will work on prototype this week and come up with artwork for the theme of our game, (downhill cheesewheel chase). Sprint this week focused on getting prototype working correctly and setting up presentation.

Tasks:

* Alex- work on artwork and moodboards for three hours and create gameplay video for one hour
* Henry- work on initial velocity and lose condition for one hour, work on frictiona values and gravity for two hours and work on jumping/ timing for 3 hours
* Michael- Set up presentation for 1 hour, add screenshots, videos, moodboards, art etc to presentation for 1 hour, work on design/ UI for 1 hour, create UI assets for 1 hour

Sprint set up at 12:00pm