**Group 14- Meeting minutes**

Friday, 1:30pm- 3:00pm, 28/04/17

Group members present:

* Alex Polley
* Michael Curtis
* Henry Crofts

Location: A2.14

**Points discussed:**

All group members discussed any outstanding work or tasks that had been left to do. From these tasks a final sprint was set up containing all final tasks. All group members then proceeded to work on tasks and implement all assets into current build of game.

Group concluded that the semi-modular hill tile-set could not be implemented into the game as we didn’t believe we could accomplish task in the timeframe we had left. We instead decided to spend the time working on other areas of the project and further polishing the game to be suitable as a final build.

**Tasks set for the week:**

Alex:

* Work on any outstanding animation work (brass band, cheese landing)
* Update splash screens
* Create and implement tile-able background
* Record footage of final game build

Michael:

* Bunting artwork
* Change banner name
* Update artwork and animate spectators
* Create powerpoint for final presentation

Henry:

* Implement splash screens
* Implement speed boost
* Implement all animations for both brass band and cheese
* Implement final sounds
* Create a dynamic speed UI
* Update cheese so that it rolls down hills