Date: 0*1/02/2017*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White

Missing:

Ionut Ciobanu – Ionut informed us of his absense about 20 minutes prior to our meeting with rob to let us know that he is ill and will be unable to attend.

Topic of meeting:

Discussing our level designs, creating a backlog and setting tasks for the week

Agenda items:

* Level designs - choosing which levels to implement this week
* GUI – how will the players switch between different ball types?
* GUI – how will we show the round timer to the players
* Backlog – what needs to be done before our game is in a play-testable state?

Moving forward:

This week we are focusing on getting the game in a play-testable state, so that next week we can start gaining player feedback on our prototype.

We will be creating playable levels within Unity as our mechanics were created last week – we will also work on designing the GUI today for how the player switches between different types of ball and how we display the timer and the player scores.