Date: 15*/02/2017*

Location: *Games Labs (A2.14)*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White,  
Ionut Ciobanu

Topic of meeting:

Discussing tasks from previous week. Looking over new designs and how they could be implemented. Looking at progress of the current game. Set up sprint and back log.

Agenda items:

* Looked at new designs for level, GUI and level select – discussed which GUI elements would work well.
* Ensure designs are ready for implementation - Level Designs to be split into separate assets to be ready for implementation into Unity.
* Discuss how GUI elements can be implemented without disrupting gameplay.
* Ensure we have the game in a playable state with important features of the game ready for play testing.

Moving forward:

This week we are aiming to have all the art assets needed to implement each design with a level select screen and GUI elements. Current art assets and GUI elements will be implemented into the game and we will ensure the game is able to accept multiple inputs. This should put us in a position where we are able to start play testing next week.