Date: 1st  *March 2017*

Location: *Games Labs (A2.12)*

Attendants:

Joseph Barber,  
Ionut Ciobanu,  
Charlie Kinglake,  
Caitlin White

Missing:

*n/a*

Topic of meeting:

Practicing presentation and setting up tasks for next sprint

Agenda items:

* Ran through the presentation and added additional information to the slides
* Talked about the tasks for the next sprint

Moving forward:

During this meeting we went over the presentation, added any new information that was needed and ran through it several times. We added the playtesting feedback we received into the presentation and we will work on fixing any issues that arose during playtesting in the upcoming sprint.

We plan to make it clear for players what their objective is when they start the game and explain what the different types of balls do. We will also work on UI elements and include timers and ways to display scores in the designs we have created. We will also fix any bugs that were found during playtesting.