Date: 26th *April 2017*

Location: *A212*

Attendants:

Joseph Barber,  
Charlie Kinglake,  
Caitlin White,  
Ionut Ciobanu

Missing:

*n/a*

Topic of meeting:

Work produced over Easter. What we are able to do in the final week leading up to the presentation. What polishing is needed?

Agenda items:

* Final Sprint – what still needs to be done?
* Polishing the game
* What we need for the final presentation

Today, we looked over the work that had been completed over easter and looked at what could feasibly be implemented in the final sprint. We all agreed that we should spend time polishing the game by doing things such as implementing any created art that has not made it into the game so far, polishing and creating any missing art, changing fonts, creating and implementing a title screen and implementing sounds and animations.

Moving forward:

We will be working towards polishing the game so it is ready for the final presentation.