***Date*** = ***29/03/17***

***Attendance:***

Elliot Dewhurst: Yes

Blake Hewitt: Yes

Guy Zawada: No - illness

If NO give reason

***Meeting Topic*** = Presentation and Easter Sprint

***Time In meeting =*** 1 hour 30 minutes

***Description on what was discussed:***

* We looked through our previous presentation and made any necessary changes, like updating the gameplay demo and artwork
* We presented to the tutors and feedback was given, which can be found in an email, but a copy follows:

“Group 18

No Guy

The core mechanics are interesting, though there is a lack of impact when the two players hit – which means it lacks a reward for getting a solid hit against the other player. Having the character art in place and perhaps some form of particle effect may go a long way to resolving this issue, but careful thought will be important.”

* We discussed some ideas on how to implement and follow the advice given in the feedback, which formed the basis of the following sprint.
* As the sprint was due to take place over the Easter vacation, 2 and a half weeks, we decided to have one longer sprint, as we were unable to meet during this time.