***Date*** = ***08/03/17***

***Attendance:***

Elliot Dewhurst: Yes

Blake Hewitt: Yes

Guy Zawada: No – Unknown reason.

***Meeting Topic*** = Previous sprint work, Reflection on Rob’s advice, Mission Statements.

***Time In meeting =*** 1 hour 20m

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

* During Rob’s meeting, we were given feedback that our Github was untidy, and that there were tasks not moving that were assigned to Guy. There was also a mention of not enough content in the meeting minutes, so we decided that from here on we are going to make them longer.
* Afterwards, we talked about our mission statements and end goals.
* We assumed that if we get 10 hours a week worth of work, that would leave us with 50 hours to split up for the game to be completed.
* These estimates were based on the lowest expectations of all members, therefore we had to be very critical to give a safe amount of time allocated to finish the game. Therefore, we assumed that Elliot and Blake could put out 5 hours of work a week, and guy 0 hours because the tasks completed by Guy did not always meet the requirements of the original task set.
* We assigned 25 hours to focus on the programming and mechanics side of the game.
* We assigned the other 25 hours to focus on the art assets and design side of the game.
* We had a look at the brief again and decided that the biggest challenge we face is making the game simple to understand and intuitive, so that will be a focus.
* Below is a screenshot of how the features we need for the final game and how long we are willing to allocate to those goals in future sprints.
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