**Date:** 11/02/2017

**Location:** Discord

**Attendants:** Ross Warren, Jack Fuller, Max Carter, Jake Seaman.

(Attendees did attend at different times but all attended)

**Discussions at meeting:**

As a team, we discussed emails, attendance, and availability of each member, with how their availability will be later into the project. We also discussed the tasks for this week’s sprint and the ability of some of the tasks members as some tasks were either unable to do via skill, or time.

**Moving forward:**

We have learnt to manage our availability more and to focus on tasks earlier in the week and to discuss task more with members before assigning.

For the following week we will be moving towards making the game more repayable.

**Tasks:**

Hey all,

Sorry for the delay but here is the new tasks for this week, In the discord we discussed the tasks and any current affairs, most of these will be held in the minutes, I will also need to plan discord/Skype meeting times with Jake and Jack for either Sunday evening or Monday to talk about anything and check up on any high priority tasks, so if you can email hen you are available that would be nice.

This weeks tasks;

**Jake:**

**Sprint starting on 15th** - going to be busy dealing with moving and work – **reduce work by 2-3 hours**

The “As a programmer, look into and code the win / lose clause” task was “beyond his ability” – save this task for Jack at a later date.

1. Code start screen – **1 hour**
2. Playtest (LOOK AT MY PLAYTESTING AS A REFERENCE DOCUMENT) this document is within the GitHub folder in Max's research– **1 hour**
3. Discord meeting with Ross – **30 mins**
4. Conduct research and produce a design document on how physics and friction games keep people invested – research REPLAYABILITY – **1h 30 mins**

**Jack:**

Two of the 4 remaining tasks were technically done – one was in verify and one wasn’t dragged across – **time is now logged on both**

1. To code variations of the player character that can go faster or slower and change while they move (pressing a different button each player) – **1 hour**
2. Discord meeting with Ross – **30 mins**
3. Playtest (LOOK AT MY PLAYTESTING AS A REFERENCE DOCUMENT– **1 hour**
4. UPLOAD END GOAL TASK
5. Code the random loading levels – **2h 30mins**

**Ross:**

1. Typography / art style / design – **30 mins**
2. Concept art – **1 hour**
3. Team meetings – **1h 30 minutes**
4. Draw the player character(s) – **1 hour**
5. Ramp surface material(s) art – fast, slow and normal – **1 hour**

**Max:**

1. Concept art **(*HIGH PRIORITY FOR SUNDAY’S MEETING*)**– **1 hour**
2. Work on scoring system – **change from 40mins -> 1 hour**
3. Discord meeting with Ross *@10pm / 11pm Sunday* – **30 mins**
4. Put tasks up on JIRA – **1h 30mins**
5. As a programmer, look into and code the win / lose clause – **2 hours**

Thanks you to Max for noting these in a document.