**Date:** 16th of February 2017.

**Location:**

Atrium building Room A214 and library building pod number 3.

**Attendants:**

Ross Warren, Max Carter, Jake Seaman.

**Unable to attend:**

Jack Fuller.

**Topic of meeting:**

The topics of the first meeting was to meet with Chris and for him to review our code within our game and iterations, discuss the project a littler and ask any questions we need to ask about coding.

Agenda items:

* We asked Jake as he was doing some code for the project if he has any questions for Chris about our future code and he said he did not need to ask anything so we moved on to Chris looking at our code.
* Chris observed our code and commented on it saying it all seemed fine for now and had no comments to either improve or “debunk” anything.
* We then moved to the library pod where we discussed tasks for the week and the absence of Jack with how many hours we should allocate and what meetings we have next week.

**Tasks:**

(Jack you have been given low hours this week as we are not sure what you are able to do this week since we couldn't talk to you, if you are comfortable to do more work than set please let us know asap and I will assign more tasks)

Ross;

90 Minutes: Discord/Skype meeting with all members.

30 Minutes: Make this week’s meeting minutes (HIGH PRIORITY).

90 Minutes: Finish and refine all design methods based tasks from last week’s sprint.

60 Minutes: Play test our multiple iterations.

60 Minutes: Make a design document on how we can create replay ability, use the play testing results to help.

Max;

105 Minutes: Play test each iteration and create in-depth design document on results. (15 mins per iteration)

90 Minutes: To create multiple background sprites using my design document on typography and design choices using a green to blue or something similar color scheme.

45 Minutes: Finish concept art (HIGH PRIORITY)

30 Minutes: Discord Meeting with Ross (Friday 4pm)

60 Minutes: Look up some sounds for the game (HIGH PRIORITY FOR SATURDAY)

Jake;

60 Minutes: Create and add art assets to the start screen. (use my design document on typography and design choices, and discuss with me our chosen font)

30 Minutes: Finish replay ability research (HIGH PRIORITY FRIDAY)

60 Minutes: Rework the unity project so all iterations and possible things in game are prefabs that can be called. (HIGH PRIORITY FRIDAY)

90 Minutes: Create code for randomly pawning in player characters from a drop (for example using the metaphor of the egg falling and cracking into the playable character)

30 Minutes: Discord or Skype meeting with Ross (Friday 7pm)

60 Minutes: Implement the sound Max will obtain (HIGH PRIORITY SATURDAY)

Jack;

30 Minutes: Discord or Skype meeting with Ross to be held on Sunday evening (time to be discussed).

60 Minutes: Research into ways similar games to ours reward the player, anything from dialogue, i iconography and even trophies.

120 Minutes: Create an iteration in which each ramp has two end goals (they can be moving if you can do it) For example the level will play out as normal, but when both players stop, instead of moving on to the next level, there will be a countdown and then the player characters will continue to slide down more ramp to another end goal, this will be the final end goal.

**Next Week’s Meetings:**

Dave and Eddie on Wednesday.