**Date:** 15/03/2017

**Location:** Atrium building room A2.13

**Attendants:**

Max Carter, Ross Warren and Jack Fuller.

**Missing:**

Jake Seamon.

**Topic of meeting:**

To have Chris review our code and plan next weeks sprint.

Agenda items:

* For Chris to look at and fix Max’s code.
* To plan this week’s sprint.

**Moving forward:**

Not to let Max code.

**Tasks:**

Ross;

45 Minutes: Create a logo for the game.

10 Minutes: Attach the frying pan to the player character.

90 Minutes: Create other assets for the game such as typography and background images.

30 Minutes: Upload the meeting minutes for this week.

15 Minutes: Upload the meeting minutes from last week.

90 Minutes: Have meetings with each member.

60 Minutes: Draw up remaining eggs.

Jack:

30 Minutes: Create three eggs that bounce differently.

3 Hours: Code the basket scoring system.

90 Minutes: Create random bouncing egg spawner.

30 Minutes: Meeting with Ross.

Max:

30 Minutes meeting with Ross.

90 Minutes: Construct the Jira for this week.

60 Minutes: Playtest the prototype.

120 Minutes: Implement sound, particle effects and polish art assets to a level of quality so that they all look and tie together, use appropriate sound effects for menus and in game and the egg bouncing and cracking.

60 Minutes: Source and find all sound effects needed.

Jake:

30 Minutes: Meeting with Ross.

60 Minutes: Create an end game screen that shows who wins.

60 Minutes: Playtest the iterations and mechanics in the game and record the footage.

**Next Week’s Meetings:**