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| Weekly Manager: | Heather |
| Date: | 15/3/17 |
| Attendees: | Henry, Connor and Heather  Sam absent |

This week the team discussed more ways to give visual feedback to the player. The team decided to continue to implement the ball “exploding” into fragments when a goal was scored. The following ideas were agreed to be implemented ready for playtesting to remove/tune as necessary:

-An explosion animation for more visual effect.

-A claw descending to “drop” the ball when a goal is scored.

-Turn to foreground into a part of the score slider. So the colours in the foreground border would reflect who was winning.

The team discussed the previous sprints tasks, and the team agreed that by the end of the next sprint they would have a finished prototype with the first round of polish completed ready to playtest over the Easter break.

In order to reach this point the team must:

-Fix the player scripts to improve player handling and bugs regarding the jump.

-A new forgeground to test the addition to the UI, and to further refine the style.

-Addition of the visual feedback

-Tidying folders, removing all temporary art assets.

-Implementation of sound.