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| Weekly Manager: | Heather |
| Date: | 15/02/17 |
| Attendees: | Henry, Connor, Heather  Absent: Sam |

The team discussed progress from last week. Connor has some difficulties with his tasks (emailed mid-sprint to inform everyone), but has attempted to create the wave using hinge-joints in unity. This will be iterated this sprint to give more physics to the game.

The art was discussed and Henry and Heather agreed to switch tasks again to see what new things/styles came out of it.

The team agreed that getting the game ready to playtest must be completed this week, and playtesting tasks completed to get an idea of if the base mechanics are flawed or just need iteration and polish.

Sam was absent, no correspondence since the escalation.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 3 h | Playtesting |  |
|  | 3h | To polish the current wave implementation |  |
|  |  |  |  |
| Heather | 3h | Playtesting |  |
|  | 1h | Fix the player script/score slider |  |
|  | 2h | Create backgrounds/foregrounds |  |
| Henry | 3h | playtesting |  |
|  | 2h | Create backgrounds |  |
|  |  |  |  |
| Sam | 2h | Create the main menu |  |
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