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| Weekly Manager: | Connor Wilby |
| Date: | 22/2/17 |
| Attendees: | Connor, Heather, Henry.  Sam did not attend. |

The team discussed the results of the playtesting and decided to continue with the solid-wave idea (as opposed to the rope bridge idea) for our game. This is because it was easier to manipulate with code, and presented a solid surface for the ball to bounce from, creating a more chaotic and dynamic game. We also noted that with the new goals, it was possible to score from the back, and that a good idea would be to make the ball bounce off the rear of the goal, so the player would only score from the front.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 1h | Implement a kick mechanic |  |
|  | 1h | Remove central split from the wave |  |
|  | 1h | Move ball back to the center of the map after a goal |  |
|  | 1h | Add timer to game |  |
|  | 1h | Edit goal colliders |  |
| Heather | 1h | Create a texture for the wave |  |
|  | 2h | Create a presentation for next week |  |
|  | 2h | Balance game mechanics |  |
| Henry | 30m | Add border to the circuit sprite |  |
|  | 1h | Find music clips to compliment game play |  |
|  | 1h | Create/upload some art content for the presentation |  |
|  | 1h | Create a popup for when each player scores a goal |  |
|  | 1h 30m | Redraw character art to include wheels and an extending jump arm |  |
| Sam | 2h | Create the main menu |  |
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