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| Weekly Manager: | Connor |
| Date: | 26/4/17 |
| Attendees: | Sam, Connor, Heather |

Sam absent with no explanation.

The group discussed the new direction the game was going and after a meeting with Dave decided to revert to the old game and polish it as much as possible, as in all likelihood the amount of work to create a working game with the new theme/assets would be too much work to do in the final week.

After that the group discussed the needs of the game and what would need to be added in order to make it the best game it can be in such a short space of time.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 1h | Implement goals and UI elements |  |
|  | 3h | Bugfixing |  |
|  | 1h | Flip score popups |  |
| Heather | 10m | Add the new background to the game |  |
|  | 1h | Create new foreground and goals |  |
|  | 1h | Add kick buttons to the controls menu |  |
|  | 1h | Change player controllers so they receive the correct animations |  |
|  | 1h | Presentation |  |
| Henry | 1h | Redo forcefield spritesheet |  |
|  | 1h | Create a player lean spritesheet |  |
|  |  |  |  |
| Sam |  |  |  |
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