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| Weekly Manager: | Connor |
| Date: | 8/2/17 |
| Attendees: | Connor, Heather, Henry, Sam absent |

Sam was absent for both the group meeting and the tutorials with Dave and Eddie.

The group discussed the need to add fun gameplay through improving the terrain, either allowing the player to place “sections” of terrain before the main gameplay section for a varied gameplay experience, or to remove the player character completely and have the player manipulate the terrain to move the ball around.

The team decided that the best way to find out which would be the better game would be to create a number of different prototypes and get people to play them, to see which potential players liked more.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 5h | Fix waves for multiple prototypes so that the wave variables can be changed |  |
|  | 1h | Implement a kick mechanic |  |
| Heather | 1h | Create a playtesting questionnaire |  |
|  | 2h | Iterate the player controller to add 2-player functionality |  |
|  | 1h | Create a UI score bar inside unity |  |
|  | 1h | Add placeholder art to the game |  |
| Henry | 1h | Create a number of ball sprites |  |
|  | 2h | Create a background/foreground sprite |  |
|  | 1h | Create a score bar (frame and two coloured bars) |  |
|  | 1h | Brainstorm 3 ideas for using the terrain as the main mechanic |  |
| Sam | 2h | To create a main menu for our game |  |
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