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| Weekly Manager: | Connor |
| Date: | 8/3/17 |
| Attendees: | All bar Sam |

The group discussed the things that needed to be added to the game, noting that visual feedback and bugtesting would be the primary goals with the aim of beginning playtesting next week. We all agreed that once these tasks are done, the game will be in the polishing and playtesting stage of development.

All of Henrys tasks are blocker tasks and as such should ideally be done by Monday so that Heather can do her task to integrate them into the unity project before the end of the sprint on Wednesday.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 6h | Bugtesting |  |
| Heather | 1h | Remake the questionnaire |  |
|  | 2h | Integrate Henrys tasks into the unity project |  |
|  | 1h | Create eye art asset and program it to follow the ball |  |
|  | 1h | Create spark art asset and program it to follow the circuit lines on the foreground |  |
| Henry | 3h | Visual Feedback (Blocker) | Monday (13th) |
|  | 2h | Create a game over screen(blocker) | Monday (13th) |
|  | 1h | Resize the current foreground of the game (blocker) | Monday (13th) |
| Sam | 6h | Continue to work on the name of our game. |  |