***Attendance:***

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|  | Group Project  L4/5 Group 19 |  |  |  |

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: No show

***Meeting Agenda***

* **10:00am – 10:10am: Debriefed on tasks that have been completed so far.**
* **10:10am – 10:10am: Highlighted “Player one draw bug”.**
* **10:10am – 10:11am: Highlighted issue with “disable button” functionality.**
* **10:11am – 10:13am: Showcased current build of game.**
* **10:13am – 10:18am: Attempted to debug distance code.**
* **10:18am – 10:22am: Inquired into uncompleted tasks.**
* **10:25am: Meeting adjourned.**

***Time In meeting***

* 25mins

***Description on what was discussed:***

As Samuel was not present for this meeting, some of the items on the initial agenda were modified. The meeting began with Thomas and I debriefing and verifying tasks we had completed. Looking through Jira it seemed that Thomas hadn’t began work on any of he’s tasks, although he assured me he had but failed to update Jira.

Thomas had stated he had only begun work on his “Source and reference a relevant serif and sans serif fonts” as there was no evidence to back this up I took his work for it.

Part of the work I showcased were; the individual wind variable prefabs for playtesting, the questionnaire for this week’s wind functionality play testing, the mission statement, the new modular tiles as well as those new modular tiles arranged into our game build alongside all art assets implemented into it.

Once the completed tasks had all been debriefed the next item on the agenda was to highlight the arrival of a new bug in our game. In our game there is a bug that prevents player one from being hailed the winner.

Another bug found within our game was also called into the spotlight, this is a bug that will not disable the “Enter” and “Space” keys once the player characters are launched.

With all bugs accounted for the next item on the agenda was to showcase the current build of the game. The main purpose of the showcases to showcase how the game functions and plays out with all art assets implemented into it, as up until this point we had relied heavenly on placeholder art. The showcase also served the purpose of showcasing the game with all modular tiles created, implemented and arranged to create a playing field for players.

Once the showcase was over, Thomas and I decided to have a quick look at our code to debug the bugs we discovered. After assessing our code and scene lister we tend to move on with the meeting as we could not easily solve the issue with the code.

The final item on the agenda was to inquire into the uncompleted task and whether or not embers know how long it will take to complete and what they need to carry out. Thomas had ensured me he will have his playtesting done by the night of this evening, however, for his over tasks he never gave me such details.

At 10:25am the meeting was called to an end.