***Attendance:***

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

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: Yes

***Meeting Agenda***

* **1:00pm – 1:15pm: Debriefed about completed tasks from previous sprints.**
* **1:15pm – 1:20pm: Debriefed on feedback received from stakeholders during presentations.**
* **1:20pm – 1:25pm: Discussed current state of project progress.**
* **1:25pm – 1:40pm: Discussed and issued task for current sprint.**

***Time In meeting***

* 40mins

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

The meeting began with team members debriefing on the progress they had made with tasks from the now completed sprint. Once we completed debriefing on the completed tasks from the previous sprint we began to discuss the feedback we received from our stakeholders during our presentation. As stakeholders stated “flinging cherubs wouldn’t be ideal as they are babies” we decided to go back to the chopping block and discussed what player characters we could implement into our game. After a while of brainstorming we finally resided with fling imps as oppose to cherubs.

Like many of our meeting, we began to discuss the current state of our group project. Based on stakeholder feedback we had discussed that our final goals my take longer to reach as we want to carry out further experiments on our game.

We later began to discuss the tasks we would like to carry out tis sprint, assigned tasks and called the meeting to an end.