***Attendance:***

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

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: Yes

***Meeting Agenda***

* **11:00am – 11:15: Debriefed on completed tasks from current sprint.**
* **11:15am – 11:25am: Discussed experimentations of build carried out by group manager.**
* **11:25am – 11:30am: Discussed current state of tasks.**
* **11:30am – 11:35am: Discussed next stake holder meeting and arranged next group meeting.**
* **11:35am: Called meeting to an end.**

***Time In meeting***

* 35mins

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

Today’s meeting served as a mid-sprint checkup meeting. This meeting served the purpose of debriefing on the completed tasks, the current state of the sprint and the actions team members need to carry out to make this a successful sprint. The first item on today’s agenda was to debrief on the current completed tasks. We had spoken about the current progress of the “Create graphics for player imps.”, the “Create graphic for god hand.” And the “Experiment with current build of the game.”. Upon debriefing on the completed tasks, attentions had turned into the experimentations carried out on the current build of the game. Game variables such as the average duration of a match, optimum wind variables and optimum force applied to the player character where subjects I had shared with the group.

Next item on the agenda was to discuss the current progress of our tasks, these are tasks that are either uncompleted or have not yet been worked on. Members had debriefed what actions they need to vary out to complete these tasks and when they will most likely be completed.

Following the discussion of the current state of tasks we had begun discussing the arrangements for our next stakeholder meeting. Arrangements were also made for our next group meeting.

The meeting was then called to an end at 11:35am.