***Attendance:***

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

Ogheneochuko Ideh: Yes

Thomas Barrett: Yes

Samuel Ormondroyd: Yes

***Meeting Agenda***

* **10:30 am – 10:40am: Discussed and reviewed verified work from last sprint.**
* **10:40am – 10:45 am: Discussed Unity build bug crash.**
* **10:45am – 10:50am: Discussed code for player two input.**
* **11:00am – 12:00pm: Paused meeting and proceeded with stakeholder meeting with Rob.**
* **12:10pm – 12:15pm: Discussed feedback obtained from play testing build one.**
* **12:15pm – 12:20pm: Discussed and handed out task for the upcoming sprint, made arrangement for next group meeting.**
* **12:20pm: Called meeting to a close.**

***Time In meeting***

* 50m

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

The meeting followed suit to many other group meetings. We disused the work that was completed this past sprint alongside any issues that were raised. Issues covered including a Unity bug that prevented us from launching a certain build of our game, a miss understanding with the player input for our second player should be handled and lastly the feedback received from our first instance of play testing. Around 20 minutes in we held our meeting to a pause in order to attend a stakeholder meeting. Post stakeholder meeting we had discussed and handed out the task for the next sprint as well has made arrangement for our next group meeting before calling the meeting to a close.