**Meeting Minutes**

**Date:** Wednesday 1st February 2017 **Time:** 12:00pm – 12:30pm **Location:** Waterfront Building **Purpose:** To review our presentation and discuss steps forward.

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| **Attendees** | | |
| **Name** | **✓** | **Position** |
| Benjamin Reynolds | **✓** | Project Manager / Programmer |
| Elliot Page | **✓** | Project Manager / Designer |
| Roberto Mitrea | **X** | Designer |

**Notes**

1. Roberto’s absence was for an unknown reason. He had not contributed to the project for the previous sprint.

**Discussion**

1. We reviewed our success in the presentation, and discussed criticism and ways to design around them.
2. We decided on the following tasks for the week’s sprint:
   1. Ben: Prototype sliding physics in the game. (2h)
   2. Ben: Implement art assets in to Unity (2h)
   3. Ben: Prototype destruction physics in game (2h)
   4. Elliot: Create a level design (2h)
   5. Elliot: Create clutter assets (3h)
   6. Elliot: Create character sprites (1h)
   7. Roberto: Last week’s task moved to this sprint.