**Meeting Minutes**

**Date:** Wednesday 8st February 2017 **Time:** 12:00pm – 12:30pm **Location:** Waterfront Building **Purpose:** To discuss the project.

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

**Notes**

1. Roberto has yet to turn up to a meeting or complete a task.

**Discussion**

1. We reviewed Rob’s session and our post-mortems from the previous project.
2. We decided on the following tasks for the week’s sprint:
   1. Ben: Prototype sliding physics in the game. (2h)
   2. Ben: Implement the scoring and time systems (2h)
   3. Ben: Experiment with and implement the level designs into the prototype (2h)
   4. Elliot: Design a UI and Affordances (2h)
   5. Elliot: Create a sprite sheet for each character’s sliding animation (3h)
   6. Elliot: Design the scoring and time systems (1h)
   7. Roberto: Last week’s task moved to this sprint.