**Meeting Minutes**

**Date:** Wednesday 15th February 2017 **Time:** 11:00am-12:00pm **Location:** Game Labs **Purpose:** Reviewing of game, discussion of tasks going forward

|  |  |  |
| --- | --- | --- |
| **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 the game at the current point of development.
2. We got feedback from lecturers and other students about the game’s art style and game mechanics.
   1. The HUD was criticised as being too strong, and drawing eyes away from the game itself.
   2. The swinging was considered too fast for players to feel what’s happening.
3. We decided on the following tasks for the week’s sprint:
   1. Ben: Implement UI system into the project (2h)
   2. Ben: Implement menus into the project (2h)
   3. Ben: Bug fixing (1h)
   4. Ben & Elliot: Design win conditions and post-game UX (1h)
   5. Elliot: Integrate affordances into clutter assets (1h)
   6. Elliot: Design menu systems and redesign HUD elements (3h)
   7. Elliot: Design conditions for hitting opponent pieces (1h)
   8. Elliot: Management (1h)
   9. Roberto: Last week’s task moved to this sprint.