**Meeting Minutes**

**Date:** Wednesday 8th March 2017 **Time:** 11:45am-12:30pm **Location:** Waterfront Building **Purpose:** Discuss managerial feedback and tasks going 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 has yet to turn up to a meeting or complete a task. He has been formally escalated.

**Discussion**

1. We discussed our plan going forward. This included the addition of sound to the game, followed by further playtesting and iteration.
2. The following tasks were set:
   1. Redesign all game objects with the new colour palette (Elliot – 3h)
   2. Create/Get sounds for use on menus and during gameplay (Elliot – 2h)
   3. Implement the new colour scheme and sound effects (Ben – 3h)
   4. Implement new clutter and make all destructables neutral (Ben – 2h)
3. Roberto’s week one task remains in sprint. We are assuming that Roberto will continue his established pattern of not contributing.