# Level 4/5 Week 6 Meeting Minutes 01/03/17

## Duration:

9:00am – 12:10pm & 1:30pm to 2:15pm

## Attended:

Thomas Simmons, Oliver Chamberlain, Amy Potter

Thomas Simmons was late due to oversleeping and attended at 11:20am

George Hutchings was absent for this week’s meetings but turned up for the presentation.

## What was discussed?

11:00am to 12:10pm:

* We all met up in the designer labs and assessed each other weekly sprint work to see if there were any possible improvements.
* We discussed what to say on our slides or this week’s presentation; we included management slides and game assets.
* We then went into an empty room to practice our presentation.

1:30pm to 2:15pm:

* After we had our scheduled presentation we started to discuss tasks we could set for the following weekly sprint.
* Due to George Hutchings not attending the meetings we decided to give him some design tasks relating to the animations of the art assets which at this time are not very important.
* We all agreed that the black hole space hazard was to highly saturate for the gam background.
* We then all agreed that we should get more productive feedback for our current game build
* Thomas realised that he didn’t log the time spent on his feedback tasks from the previous weekly sprint and asked to get the extra hour so he can log it.
* After finding this out we noticed that George didn’t log his hours correctly in the previous weekly sprint so we put his tasks but on to this week’s weekly sprint and emailed him to log the hours correctly.
* Then we all looked at our feedback we gathered to we can use some of it to make tasks for this weekly sprint
* Amy has decided to animate the background on our current game build, different sized asteroids and tweaks to the asteroids on unity.
* Thomas has decided to desaturate the black hole design and a flow design document for the game menus.
* Oliver has decided to fix bugs found through playtesting. Fix the black hole and spawning more asteroids once the scene is emplied.