# Level 4/5 Week 4 Meeting Minutes 15/02/17

## Duration:

9:00am – 9:20am & 12:00pm to 12:40pm

## Attended:

Thomas Simmons, Oliver Chamberlain, Amy Potter

George Hutchings was absent for this week’s meeting and without an valid reason why.

## What was discussed?

9:00am to 9:20am:

* We all met up in the designer labs and assessed each other weekly sprint work to see if there was any possible improvement.
* We all started to consider different themes for our game idea to help make it more unique.

12:00pm to 12:40pm:

* After we had our scheduled meeting 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 menu of the game which isn’t that important.
* We all agreed that the players spaceships should move more realistically around the map and not just move and the same fast pace it was set on
* We then all agreed to create an user interface for our game
* Then due to George not designing asteroids for our game Amy elected herself to design some asteroids
* Due to George not designing backgrounds for our game Amy elected herself to complete that task too.
* Thomas realised that he over scoped the amount of time it’ll take to complete all of his set tasks in last week’s sprint so he was given some more time to complete them.
* Then we all looked at the environmental hazards and noticed that it would be better creating a sprite sheet so Thomas was set this task since he designed these hazards.
* We then all discussed other possible themes for our game but decided not to change it.