**Meeting Minutes**

Date: 08/02/2017

Attenddees: Bailey Keeble, Ethan Ward, Tom Wenman & Callum Walsh

Absent: None.

Meeting length: 30-40 minutes.

Topics of discusion:

Within the meeting dissuced the following topics belows.

* Tasks that are required to complete for the next sprint.
* Conversed over backlog tasks that were needed/required for furture weeks
* Discussed further mechanics that we could possibly add for future prototypes for the next presitation.

By next meeting.

* By next week we should have all concept art within the games prototype.
* We should have a functional launcher for the player to launch a projectile.
* We should have a working fully working prototype.