**Level 4/5 – Group - 8**

**Date and time of meeting/ duration?**

* 01/03/2017 2hrs

**Who attended?**

* Tom Wenman
* Ethan Taylor-Ward
* Callum Walsh

**Topic**

Due to feedback of the presentation we must update the looks of the player 2 minions for animation purposes. We also need to focus on how the characters would react to a projectile collision, if the collision box needs to be a circle or hexagon. We also need to add the build to our github so we can have playtesting feedback.

**Focus for the current week**

The focus for this week is to update the level designs so that the launchers can shoot easier, created an updated version of the UI so it can work in the build, and also update the appearance of the player 2 minions.