Date: *25 October 2017*

Location: *Atrium building*

Attendants:

Joseph Barber,  
John Dorman,  
Elliot Dewhurst,  
Miruna Rosca

Topic of meeting:

Sprint discussion

Agenda items:

* Discuss what we each did in this weeks’ sprint
* How did the sprint go?
* Discuss what we need to do in preparation for the second presentation
* Build up backlog
* Create new sprint

Moving forward:

We’ve created an epic that will ensure we have everything ready for our second presentation. This week we will be focusing on implementing the overworld of our game which will allow us to start working on the metagame and will finalise our prototype of our core game loop.