Date: *18 April 2018*

Location: *Atrium building*

Attendants:

Joseph Barber,  
Elliot Dewhurst,  
John Dorman,  
Blake Hewitt

Informed absence:

Miruna Rosca

Topic of meeting:

Playtesting and level design

Agenda items:

* Sprint review
* Polish pass
* Bug finding and fixing
* Level discussion
* Playtesting discussion
* Sprint plan

What was discussed and Moving forward:

We reviewed the previous sprint, looked at the completed tasks together and discussed any difficulties anybody faced.

We did a quick polish pass of our game – we played our game and looked at any areas that immediately jumped out as needing polish, be it ui, input, etc.

We next discussed any bugs that have been found in play testing and made a list of these.

We next looked at our level designs and discussed how we will be advancing our levels.

We next talked about playtesting, what are we looking for in our playtests specifically.

Finally, we planned a new sprint.