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| Meeting date: 14/2/2017 | Room: A 2.14 | Time: 11 am to 11:30 am |

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| Discussed topics: |
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| Connor tasks: | Hours |
| Create working level select | 3h |
| Fix and create Android Build | 3h |
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| Caitlin tasks: | Hours |
| Create simple animations for the character | 3h |
| Tidy up character art and create different expressions | 4h |
| Playtesting | 2h |
| Edit button | 30m |
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| Jamie tasks | Hours |
| Tweak UI based on feedback (visual hierarchy?) | 3h |
| Make new UI assets (scroll buttons etc.) | 2h |
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| Jordan tasks: |  |
| Playtesting | 3h |
| Keep working on concept power up | 3h |
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