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| Meeting date: 21/02/2018 | Room: A2.14 | Time: 11:30am to 12:30pm |

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| Discussed topics: |
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| Connor tasks: | Hours |
| Add text to the game UI | 3h |
| Add in difficulty field | 3h |
| Add in player data | 3h |
| Add in some additional hexes (if you have time) | 3h |

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| Caitlin tasks: | Hours |
| Design the UI and create the assets for it | 3h |
| Tidy up character art and create different expressions | 4h |
| Create simple animations for the character | 3h |
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| Jamie tasks | Hours |
| Design the UI and create the assets for it | 3h |
| Tweak UI based on feedback (visual hierarchy?) | 3h |
| Make new UI assets (scroll buttons etc.) | 3h |
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| Jordan tasks: |  |
| Keep working on concept power up | 3h |
| Playtesting | 3h |
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