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| Meeting date: 7/3/2018 | Room: A 2.12 | Time: 12:30pm to 1pm |

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| Discussed topics: |
| Fix Level select  Implement shop UI and mechanics  Look into adds (backlog)  Design for the shop interface and art  Make levels now you can  Art: draw up more UI assets you need  Cut out cat head |

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| Connor tasks: | Hours |
| Fix level select | 2 |
| Fix star rewards | 1 |
| Implement shop UI and mechanics | 3 |
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| Caitlin tasks: | Hours |
| Create new UI (store) | 3 |
| Edit existing UI as per issues and mock up changes | 3 |
| Work on text box UI and narrative | 3 |
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| Jamie tasks | Hours |
| Create new UI (store) | 3 |
| Edit existing UI as per issues and mock up changes | 3 |
| Work on text box UI and narrative | 3 |
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| Jordan tasks: |  |
| Make Levels | 3 |
| Playtest levels | 3 |
| Figure out economy | 3 |
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