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| Meeting date: 16/04/18 | Room: A2.12 | Time: 10.30 to 11.30 |

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| Discussed topics: |
| We discussed what might be needed to finish the game to our satisfaction, what still need to be implemented.  With that in mind, we deleted all of the old backlog tasks and replaced them with the following (with the sprint to begin on the 18th) :  Shop UI Programming  Level Select UI Programming  Animation for Visual Feedback  Write script for narrative  Include Level  Write in script format  Remake Levels  Find sound effects  Store player data (stardust, level score etc) correctly |

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| Connor tasks: | Hours |
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| Caitlin tasks: | Hours |
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| Jamie tasks | Hours |
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| Jordan tasks: |  |
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