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| Meeting date: 14/11/2017 | Room: 2.13 | Time: 15:10 - 16:00 |

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| Discussed topics: |
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| Connor tasks: | Hours |
| Work on Editor | 5h |
| Fix the Android build | 1h |
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| Caitlin tasks: | Hours |
| Flesh out final Narrative (What order do we encounter the star signs in, which ones are in the Inner and which the outer? Which powers do you want each Tile to have) | 2h |
| Finalise Overworld Map (Where do you want the levels, Where do you want the player’s screen to be for each level set) | 2h |
| Create UI Assets | 2h |
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| Jamie tasks | Hours |
| Create UI Assets | 2h |
| Flesh out final Narrative (What order do we encounter the star signs in, which ones are in the Inner and which the outer?) | 2h |
| Finalise Overworld Map (Where do you want the levels, Where do you want the player’s screen to be for each level set) | 2h |
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| Jordan tasks: |  |
| Design currency spending (What will the player be spending their currency on, how much will it cost and how will they spend it) | 3h |
| Design sprites for the currency (Stardust) | 1h |
| Concept sound (what sounds do we need, what will they be used on, when will they trigger, what kind of emotions will the evoke) | 2h |
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