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| Meeting date: 29/11/2017 | Room: A 2.14 | Time: 10:20 |

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| Discussed topics: |
| The game needs to be in a playable state by next week.  Discussion about polish for later stages of the game. Backgrounds can be split into separate layers that can be animated separately to make the backgrounds of the levels less static. Also the possibility to create separate star objects that can be animated to glow.  Stuff we need to save with each level:  Difficulty level  Optimal moves  Stardust and other rewards  Earlier levels cost less stamina to play, gain additional maximum stamina over time and later levels cost more stamina to play |

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| Connor tasks: | Hours |
| Save Levels | 2h |
| Load Levels | 2h |
| Play levels (be able to pick and load levels from the main menu) | 2h |
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| Caitlin tasks: | Hours |
| Create characters | 3 hours |
| Research character design in games | 2 hours |
| Create nebula backgrounds for levels (different colour variations) | 1 hour |
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| Jamie tasks | Hours |
| Create characters | 3 hours |
| Research character design in games | 2 hours |
| Recolour hex grid variations for star signs | 1 hour |
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| Jordan tasks: | Hours |
| Create icons for for power-ups we know we are going to use. | 3h |
| Create short list for power-ups that could be used in game. | 2h |
| Continue work on database. | 1h |
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