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| Meeting date: 4/12/2017 | Room: A.2.14 | Time: 2:00 to 2:30 |

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| Discussed topics: |
| Jamie will not be here for our presentation next week due to a medical issue.  Game is currently in a position where levels can be saved but not loaded. Should be done by Wednesday. |

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| Connor tasks: | Hours |
| Porting game to android & bug fixing | 3 hours |
| Playtesting | 3 hours |
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| Caitlin tasks: | Hours |
| Playtesting | 3 hours |
| Design sprites for the level select. | 3 hours |
| Make menu background box | 15 mins |
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| Jamie tasks | Hours |
| Playtesting | 3 hours |
| Design sprites for level select | 3 hours |
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| Jordan tasks: |  |
| Playtesting | 3 hours |
| Concepting levels | 1 hour 30min |
| Keep working on concept power up icons | 1 hour 30min |
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