***Attendance:***

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|  | Group Project  Level 6 Group 3 |  |  |  |

Ogheneochuko Ideh: Present

Ryan Manthorp: Present

Michael Curtis: Present

River Chick: Present

***Meeting Agenda***

* ***11:04 – 11:13*** – Debriefed on the current state of the project, bringing all members back to the core of the project.
* ***11:13 – 11:26*** – Discussed what tasks need to be completed drawing from our existing backlog.
* ***11:30 – 12:00*** – Created a new backlog and assigned this sprints tasks.

***Description on what was discussed:***

All members had their memories refreshed on the current state of the project, and several features (such as the moon) have been put aside in order to ensure the existing features can be polished.

Art tasks were also reviewed and some assets (some of the planet variants) were cut from production, again to ensure the team has time to create a polished game.

The first sprints ending time was also considered and put forward to the 31st of January, five days ahead of the usually 7 day time frame. This has been done to both bring the weekly cycle back to a Wednesday and to ensure team members have time to complete their tasks given the beginning of the design masterclass project for them.