***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***

* ***11:30 – 11:05*** - Discuss feedback from Dans meeting, aim to work as possible to reach 80% polish. Tracking jira needs to be focused more.
* ***11:10 – 11:25*** - Debrief everyone on their tasks.
* ***11:35 – 11:50*** – Showcase the current build of our game and see what needs to be focused on.
* ***11:50 – 12:00*** – Finalized the moon concept which had been raised by one of the members. Meeting ended.
* ***Description on what was discussed:***

We have made progress on our prototype to the point where we can play test almost all of the things we want to but unfortunately are not able to quite fully put our game to the test with players. This is due to code being implemented slower than expected and therefore has hindered us unable to continue in certain areas for the time being.