Meeting Minutes Sprint 9 (22nd Nov 2017)

Start time: 11am

End time : 12:30pm

Attended: Thomas Simmons, Blake Hewit, Callam Mutton, Quwaine Dantes

What was discussed:

We all met up and pitched what we worked on on the previous sprint 8. Quwaine Dantes showed us our current prototype towards our game. He explained that it would be a touch screen map where the player's character follows your movement commands when you touch on the screen.

Thomas Simmons showed us the inventory items and what they actually were. He wasn't sure if he was designing items for a cat or a dog so he decided to do items for both backed up with moodboards.

Callam elected to create some simple sprite sheet animations for our game since he has experience doing it and we all agreed so that will be his task for sprint 9.

Thomas then was writing down all the tasks that we agreed to be set for sprint 9 and once that was all done we disbanded.