**Meeting Minutes – Level 6 Group 6**

**SCRUM Meeting**

**Time**: 29th November 2017 10:40 am – 10:55am

**Place of Meeting:** A207

**Attendees:** Alex Polley, Callum Walsh, George Flude, Charlie Crewe

**Work Completed this week**

* Callum
  + Implemented Billboard Sprites that rotate to face the camera always
  + Implemented rotation of the plane in game
  + Coded the working colouring mechanic
  + Coded the colour palette selector
* Charlie
  + Uploaded UI Task
  + Worked with colour palette selector
  + Problems with maximise on play – Needs fixing
  + Menu System –
    - Title Screen
    - Level Select works
    - Problems with acquiring a tablet for task of running the game on tablet
* Alex
  + UI redesign
  + UI Elements
  + Colour palette researched
* George
  + Researched colour palettes
  + Designed the Level select map
  + Completed work on animal art

**Work to be completed for next week**

* Callum
  + Wants to make a working prototype and playtest the game using his mum
* Charlie
  + Wants to make a working prototype
* Alex
  + Wants to redo the art for his UI
  + Using the colour palettes created, decide on a final palette
* **George**
  + Decide on a final colour palette
  + Design the environment assets

**Design Discussions**

* Changing the brief in the powerpoint to reflect the brief we have been following currently