**TEAM:** 10

**DATE OF MEETING:** 21/03/18

**TIME OF MEETING:** 09:00am

**ATTENDEES:** Tom McLaren, Edward Phillips, Eduard Lablonschi, Jamie Owers

**Postmortem of previous weeks work: -**

**What went well:** I managed to implement the game main menu system, in which Eduard created the previous week. As a result our game now has functioning menu systems. Also we now have animation art assets for player characters, in which to implement into the game, as well as sounds which have been either sourced or created.

**What went badly:** Edward Phillips quality of work I feel is not good enough for the amount of time I have set him for the tasks, just like last week. As a result I asked him to re-do the tasks, however he has not committed an uploaded version onto Github.

**What can be done to improve the current week:** More frequency of email sent between all members of the group, to insure good levels of communication.

**Overall Aim of the weeks sprint:** Due to the fact that the new two weeks are Easter Holidays, no tasks are going to be set, however email communication will still be open.

**Tasks for the current week: -** N/A (Easter Holiday)

**Timeslot agreed for lab work:** N/A (Easter Holiday)