* 23 February 2018, 13:00-16:00
* Room A214
* Amy Potter and Sean Turner, present and on time
* Alex Mednick – ill and notified group members prior to meeting
* Alex Turnbull – late (arrived 14:30) and notified group members prior to meeting

Meeting Overview

* Discussion of tasks
* Game jam session
* Feedback on work produced during jam

At the beginning of the meeting, we discussed each individual’s tasks to ensure that everyone was on the right track. Since Alex was ill and unable to attend, he agreed that he would work from home and keep the group updated on his tasks via Discord. During the jam, Sean began working on the artwork for the player character. As well as this, we discussed the methods used to generate the power up icons and UI so that I could attempt to replicate a similar style in my menu assets. When Alex arrived at 14:30, I sat with him and discussed his progress on his programming tasks thus far.

**NEXT MEETING SCHEDULED FOR 28 FEBRUARY 2018, 10:00**

Tasks for Current Sprint

**Sean**

* As a player I want to see a consistent art style and theme
  + Background art – 2h
* As a player I want a playable character
  + Finalised art – 4h

**Alex M**

* Begin building Alpha 1 – 6h

**Alex T**

* As a player I want to be able to playtest the game
  + Extend prototype to be feature complete – 4h
* As a player I want to avoid jellyfish – 2h

**Amy**

* As a player I want a menu system to navigate the game
  + Further develop concepts for menu assets – 3h
  + Further develop concepts for end game summary – 3h