**­Level 4/5 Group 14 – week 7 –**

**Date and time of meeting/ duration**

* 12/03/2018 – 12.30 – 12.50

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

This meeting was half an hour later as Ethan was stuck in traffic.

* Made sure everyone was happy with their tasks
* Talked about tasks that were complete and why some of them were still in To Do.

**Notes/Ideas from this meeting**

In todays meeting Ethan talked Petrut and Toby about their tasks on Jira. Toby has already completed one of his tasks and has one in “in progress” however he still has three in “to do”. I have talked to him and he said that he has started the tasks just not moved them in Jira. I mentioned to him the importance of moving things in Jira so the Lecturers know when and if you are doing work. He told me that he will be moving them later today.

Petrut has told me that he will be completing his main task tomorrow as he has had work the past few days. He has already sent out the questionnaire to people and we are waiting for people to answer that.

Ethan has completed the task to clean up the code. He also added back the art to the game that was lost when there was a Git error and made the UI look better when run in full screen. He is now working on fixing the pendulum bug.

**Meetings before / on Wednesday?**

Wednesday 14th at 11 with Rob for meeting with lecturer

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| --- | --- | --- |
| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to make the code look neat * As a programmer I need to fix the pendulum bug that means two sometimes appear * As a programmer I need to get a minimum of 8 people to play test the game | * 2h * 1h * 3h |
| Petrut | * As a programmer I need to rework the pendulum to use a physics system instead of a maths system * As a programmer I need to get a minimum of 8 people to play test the game | * 1h * 1h |
| Toby | * As a designer I need to finish the health assets that are currently in a prototype stage * As a designer I need to work on the animation of player 1 for 1h 30m to get it closer to completion * As a designer I need to complete the player 2 character design * As a designer I need to work on the attack animation for 1h * As a designer I need to finalize a colour pallet | * 1h 30m * 1h 30m * 1h * 1h * 1h |