**­Level 4/5 Group 14 – week 8 –**

**Date and time of meeting/ duration**

* 19/03/2018 – 12.00 – 12.30

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Talked about how everyone was getting on with their tasks
* Talked about resizing one of the pendulum assets as it didn’t scale well in unity

**Notes/Ideas from this meeting**

As of this meeting two of Toby’s tasks were still in “To Do” (As a designer I need to make the sprite for speeding up the pendulum, and, As a designer I need to make the sprite for healing) and four tasks were still in “In Progress”. Two of Ethan’s (As a programmer I need to make the turns alternate, and, As a programmer I need to adjust the damage values). And two of Petrut’s (As a programmer I need to make the miss a go and heal up function, and, As a programmer I need to make the increasing the other players pendulum speed function).

Ethan said that his tasks will be completed by this evening/ tonight.

Toby said his tasks will be completed by Tomorrow by 3pm.

Petrut said that his tasks will be completed by Tomorrow by 12pm.

We also talked about the colour possibilities for the increasing the speed icon and the healing icon. The colours we thought of were Green for the speeding up icon and purple for the healing icon.

In this meeting I talked to Toby about resizing one of the pendulum assets as it did not scale well in unity.

I also talked to Toby about adding an outline to the attack and dodge icons as they blended into the background.

**Meetings before / on Wednesday?**

Wednesday 21st at 10 with Chris for meeting with lecturer about the code.

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| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to make the turns alternate * As a programmer I need to add the pendulum art to the game * As a programmer I need to adjust the damage values | * 1h * 30m * 1h |
| Petrut | * As a programmer I need to make the miss a go and heal up function * As a programmer I need to make the increasing the other players pendulum speed function * As a programmer I need to change the health from 3 to 100 | * 1h 30m * 1h 30m * 1h |
| Toby | * As a designer I need to make the sprite for attack * As a designer I need to make the sprite for dodge * As a designer I need to make the sprite for speeding up the pendulum * As a designer I need to make the sprite for healing * As a designer I need to finish the pendulum asset that is currently in a prototype stage * As a designer I need to finish off the player 1 attack animation | * 1h * 1h * 1h * 1h * 1h 30m * 30m |