**­Level 4/5 Group 14 – week 13 –**

**Date and time of meeting/ duration**

* 25/04/2018 – 11.00–

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Had a game Jam to polish the game

**Notes/Ideas from this meeting**

Today we met up for a game Jam to fix the last few bugs in the game and make it look ore visually appealing.

The first thing we fixed was making it so the Hit and Miss graphic appear when the player hit or missed when taking their turn on the pendulum.

Then we resized and repositioned the pendulum to make it fit the screen.

We swapped out some of the old assets for newer ones that are a better fit for the theme of the game.

We implemented the sprites for the animations after the player has successfully used an ability

And made it so you cant spam the abilities and break the game.

**Meetings before / on Wednesday?**

Monday 30th at 12 to go over the tasks

Wednesday 2nd Presentation meeting with Rob