**Group 3 Minutes**

**14/03/2018**

**10:00**

**Attendees**

Elliot Chester

Adam Speers

Matthew Fisher

Lenneth Dayaon

* We met to discuss the feedback we received from the mornings tutorials, and set tasks for the week
* Everybody completed their tasks and all work had been verified on Jira.
* We decided it was time to start refining the art for our game so that we can have a better idea of how we want to progress soon.
* We discussed the feedback we had received from Dave looking at our game and art style and have made some changes to our plans for the final game accordingly.

**Tasks for the current week:**

Elliot:

* As a Programmer, Add the quick finish twitch mechanic to the cooking stage| 2 hours
* As a Programmer, Add the timer to the matching stage, set the default to 15 seconds | 2 hours
* As a Programmer, Add a done button and look into an undo button to decide if we will implement it with the time we have | 2 hours

Lenneth:

* As a designer, Animate the closeness screen | 3 hours
* As a designer, Refine the matching screen | 3 hours

Adam:

* As a designer, Create up to 30 recipes with the new naming scheme | 6 hours

Matt:

* As a designer, create the food buttons | 3 hours
* As a designer, do some design research for buttons | 3 hours