**­TEAM** 17

**DATE OF MEETING** 15/02/2018

**TIME OF MEETING** 12:30pm

**ATTENDEES** Alix Roden Ryan Flatt Harry Leech

**APOLOGIES FROM**

Oliver Greenwell - Not present

**Postmortem of previous weeks work:-**

**What went well:-**

Good prototype created, some

**What went badly:-**

Rob wasn't cc'd in emails, therefore he didnt know that we were communicating

Github wasn't setup correctly  
  
We still haven't

**What can be done to improve the current week:-**

More emails, making sure to

**Overall Aim of the weeks sprint:-**

Design documentation  
  
**Tasks for the current week:-**

Alix Roden - Create a more advanced prototype of the game, attempt some kind of note matching  
Ryan Flatt - Design documents, colour scheme, research  
Harry Leech - Design user interface elements

**Next Meeting :-**

Ryan is heading home for the next few days until Monday, therefore our next physical meeting will be likely Monday evening.