**­TEAM** 17

**DATE OF MEETING** 19/02/2018

**TIME OF MEETING** 7pm

**ATTENDEES** Alix Roden Ryan Flatt Harry Leech

**APOLOGIES FROM**

Oliver Greenwell - Not present

**Postmortem of previous weeks work:-**

**What went well:-**

Harry has produced some really good mockups relating to the game menu screens

**What went badly:-**

Still poor communication, people aren't uploading to github or using JIRA

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

Make sure JIRA is used

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

Design documentation and code  
  
**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 :-**

Wednesday, we will be working in the labs for the afternoon, on the prototype and starting the next sprint