**Group 9**

**12/02/18**

**1:30**

**ATTENDEES:**

**Thomas**

**Jayden**

**Cristian**

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

**What went well:-The presentation went very well, and with the feedback from Rob we now know, what to edit and change for the next pitch and upcoming weeks.**

**What went badly:-**

**Time has been spent on a mechanic which is not as important as another mechanic. Due to this we believe that our game may not be sufficiently completed to begin play testing.**

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

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

**To get the prototype complete to start playtesting for next week.**