**Group 9**

**14/02/18**

**10:46**

**ATTENDEES:**

**Thomas McCarthy**

**Jayden Murray**

**Cristian Hanganu**

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

**What went well:-**

**What went badly:-**

**We have no game to show**

**The game created in 3D, which didnt meet the brief, but we were promised that it could be transferred very easily. Yet we did not recieve a game to prove this.**

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

We need a prototype for play testing.

Need to polish art assets

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

**Get tasks completed, so we can start play testing and can begin iterating the game to reach the requirements of the brief.**

**Tasks for the current week:-**

Thomas McCarthy: Tasks;

* Manegerial Tasks: 1 hour
* Polish Art Assets: 2 hours
* Create Concept Art For Back Ground: 3 hours

Jayden Murray: Tasks;

* Polish Art Assets: 2 hours
* Design A Power Bar and HUD: 4 hours

Cristian Hanganu: Tasks;

* Getting The Main Mechanic To Work In A Simple Prototype: 6 hours (Continued From Last Week)

Meeting On Monday 20th at 12pm

Any other business.