**Group 9**

**26/02/18**

**12 (Lunch Time)**

**ATTENDEES:**

**Thomas McCarthy**

**Jayden Murray**

**APOLOGIES FROM:**

**Cristian Hanganu (Email was sent to say why he cannot attend)**

**Postmortem of previous weeks work:-**

**What went well:-**

**Good concept art for mechanics of the game**

**What went badly:-**

**Not sure if we have a prototype yet. And seeing as next week is the Alpha pitch, we really need to have a working prototype.**

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

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

Have a working prototype and complete play testing for the following week

Meeting at 10 am on Wednesday the 28th Feb.