**TEAM:** Group 12

**DATE OF MEETING**: 5/3/18

**TIME OF MEETING:** 12am till 1pm

**ATTENDEES:** Jamie Gostling, Daniel Pokladek, Kiril Kostadinov , Daniel Smith

**APOLOGIES FROM:**

**Postmortem of previous weeks work:- N/A**

**What went well:- N/A**

**What went badly:- N/A**

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

More consistant meetings and work being logged. Better communication via emails and more frequent meetings to discuss and decide on topics that will progress the development of the game.

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

To fix and work through the current sprints backlog of tasks and to organise and create a fully working prototype for the pitch. As well as a version for Itch.io. We also want to work effectively on a pitch presentation in order to deliver said pitch with a professional level of preparation and organisation.

**Tasks for the current week:-**

Jamie Gostling: 3 tasks –

* Creation of Art Assets – 4h
* Work on the 2nd Presentation – 1h
* Research and sketching for the structures – 1h

Daniel Pokladek: 3 Tasks –

* Fundamentals for “Perk drop” system – 3h 30m
* Dummy Projectile for the trajectory – 2h 30m
* Work on the 2nd Presentation – 1h

Kiril Kostadinov: 4 Tasks –

* Creation of structure themed sprite – 3h
* Creation of Art Assets – 3h
* Create a dynamic and stylized background – 2h
* Work on the 2nd Presentation – 1h

Daniel Smith: 4 Tasks –

* Create a basic main menu – 2h
* Work on adding physics – 2h
* Research Unity UI – 1h
* Work on the 2nd Presentation – 1h

Any other business: N/A