* Wednesday 20th March 2019, 10:00 -13:30
* Computer Games Labs
* Tom McLaren, Tom McCarthy and Amy Potter
* All present, work undertaken

Post-mortem of Previous Week

What Went Well:

McCarthy

* I got the rival racer to speed up and slow down depending on how the questions are answered.
* I also had to tweak with the speed of the car moving and changed it, so they gain a score depending on what score the player has.
* I also had the task of implementing the finite track which results in an end for the player. This went well, and I had no issues with implementing this.
* I had to create a timer that counts down and then ends the game once it reaches 0.

McLaren:

* McLaren found the tasks of creating vehicles very creative and a fun task to work on.

Amy:

* I had asked Amy to create a track that would end so that I can implement that into the game. This came out very well and Amy had no issues with this task and completed it to a great standard.

What Went Bad:

Some tasks were not completed due to time issues.

Aim for the Sprint

The aim was to

**NEXT MEETING SCHEDULED FOR 27TH MARCH 2019, COMPUTER GAMES LABS**

**MINUTE TAKER – Thomas**