Date of Meeting: 22/04/19

Time of Meeting: 1:00

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins

Apologies from Thomas McLaren

**Item One: Post-mortem of previous sprint**

We did not work throughout the Easter holiday as we are in a good place with our project and we all wanted to work on our final project.

Many of us went into town to do research on our target demographic to see what they like. This was achieved by going to multiple toy stores such as “Smyths” and “The Entertainer”, we noticed a lot of slime cuddly toys were being sold in store. We also found a lot of slime making and mixing toys to create shapes and different colours/patterns.

**Overall Aim of the current week’s sprint**

For the current sprint we want to work on more optimisation and bug fixing to ensure that we have a polished game that can be picked up and played by our target demographic with no questions asked. We want all artwork to be polished and game ready, at the moment most art is jagged when zoomed in upon so we need to edit this during our final weeks of development.

We will also be playtesting our game with the target demographic to get their thoughts and opinions on the current build.

**Any Other Business**

Next meeting will take place on Monday 29th

**Meeting Ended: 2:00**

**Minute Taker: Thomas McCarthy**