* 28February 2019, 9:15-13:20
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* Both present, work undertaken

Presentation Feedback

While the tutors were happy with the new direction we were taking in terms of the design for our vertical slice, it was not clear exactly which assets would be kept from the old project, and what would need to be created. For this reason, they were left to believe that we were starting completely from scratch with not much time left. In the future, we need to ensure that we are clear about what we have chosen to keep, what we have chosen to remove and why, so that our stakeholders are more aware of where we are in terms of development.

Meeting Overview

* Review presentation feedback
* Brief discussion of tasks for upcoming sprint

After the group presentations, myself and Dan went back to the computer games common room to review our feedback and have a brief discussion of our tasks for the upcoming sprint. Since Dan had to leave early for unforeseen family circumstances, we were unable to set a new sprint up during this time and agreed that we would do this via a Discord call over the weekend, since Amy was away on Friday due to family events.

**NEXT MEETING SCHEDULED FOR 2ND MARCH 2019, VIA DISCORD CALL**

**MINUTE TAKER – AMY**