* 4 March 2019, 11:00-12:00
* Computer Games Common Room
* Amy Potter (late and notified prior to meeting, arrived 11:10) and Daniel Pokladek
* Both present, work undertaken

Feedback for Current Week

**Rob Kurta**

In our project review this week, Rob stated the importance of providing a clear statement about what it required to complete our deliverables as outlined in our presentation, as this is something we did not mention in our slides. Since the tutorial design is not fully complete, the team have agreed to write a clear statement in the next set of minutes which outlines the assets which are complete, as well as those that need refining or creating. In the case where placeholder assets may be used, the team must also include this in their statement.

Meeting Overview

* Discuss tutor feedback
* Discuss progress for current sprint

Following our meeting with Rob, myself and Dan went back into the Games Common Room to begin our weekly sprint review. We began by discussing our feedback from Rob, which fortified the decisions that we had made to continue the design for our vertical slice – doing this would enable us to create a statement about the assets as requested by Rob. Following this, we discussed our progress for the current sprint and agreed to extend the sprint until Monday so that our sprint start dates would align with our weekly tutor review sessions once more.

**NEXT MEETING SCHEDULED FOR 11TH MARCH 2019, COMPUTER GAMES COMMON ROOM**

**MINUTE TAKER - AMY**