**Meeting minutes: Level 6 - Group 7 Game Projects**

Date of meeting: 03/12/18

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

**Item one: Post-Mortem of this week**

***What went well?***

I have been advised on what are the most important subjects that need to be found in my presentation slides for the next week. I did not complete most of the tasks (incl. presentation) in the last minute as I’ve been doing before.

***What went bad?***

I have had at times 2 tasks ‘In Progress’ at the same time, making it hard for the assessors to understand on which one was I working, when.

***Feedback received:***

None received.

**Item one – overall aim of the current weeks sprint (What will the product look like by the end of the sprint)**

Design a set of backgrounds and a set of platforms that reflect what I’ve learned and discovered during my research.

Create a level in Unreal Engine for presentation purposes mostly but also as a starting point for the project. With the background and a set of platforms in place and some characters I can start implementing the core mechanics next week.

Create slides for the next presentation, keeping in mind the notes taken during the last meeting.

**Tasks for current week:**

Ionut: -Create presentation

-Design a set of backgrounds

-Design a set of platforms for the game

-Create a basic level in Unreal Engine as a starting point for the project

(These tasks are to be uploaded and tracked on JIRA)

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu