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

Date of meeting: 4/01/19

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have managed to set up the scoring system properly this time although it took fairly long to get the hang of it. I have also tackled the item-passing mechanic that is tied to the scoring system and although I’ve made some decent progress, the mechanic is still not fully functional yet.

***What went bad?***

Due to not having enough experience with coding it took me longer than it probably should to set up the scoring system.

I haven’t managed to fully implement the item passing mechanic yet.

***Feedback received:***

None.

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

This week I will concentrate on completely implementing the item-passing mechanic. I will also look into further refining the camera setting (movement speed, camera panning percentages, etc.) as the camera can act a bit erratic at the moment. Camera view is an extremely important component of the game and should work as such.

**Tasks for current week:**

Ionut: -Finish off coding the item-passing mechanic

-Further refine the camera settings

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu