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

Date of meeting: 05/02/19

Time of meeting: 15:00

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have added the double jump feature for both players as I was planning to do for a long time. I have also created a bonus item that spawns during the third round (for now). If picked up, the player gets increased speed for a limited amount of time, leading to meaningful, interesting choices.

***What went bad?***

I have not finished all the tasks due to a rather busier week than normal. I had added a task mid-sprint (the double jump one). I have decided to abandon the laser mechanic and the fireball one as they were too random for a competitive game. Although much time had been put into the making of those two mechanics, the game didn’t really benefit from them.

***Feedback received:***

None.

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

I will have to design and think of the trials replacement for the other rounds.

**Tasks for current week:**

1. Re-design the first round trial
2. Re-design the second round trial
3. Re-design the fourth round trial

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

**Item Three – any other business.**

*None.*

Meeting Ended: 15:30

Minute taker: Ionut Ciobanu