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

Date of meeting: 05/02/19

Time of meeting: 15:30

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have now designed and implemented a new mechanic under the form of a pick-up item that gives the player the ability to throw a boomerang at the opponent and stop it in place for a very short amount of time.

I have done some research looking for some new interesting mechanics and I have decided on adding moving platforms on a set pattern. Some other ideas would have been slippery or bouncing platforms. However, I am not really sure how to put the slippery mechanic in place and the bouncing one would pose no challenge. Adding platforms that move will require me to design the level first in order to be able to create a pattern (the platforms are now randomly placed around).

***What went bad?***

I have not yet managed to implement the two other mechanics for the remaining rounds.

The boomerang mechanic can function erratically at times. However, bug fixing is not a priority right now.

***Feedback received:***

None.

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

For current’s week sprint I will have added the same tasks that remained from last week. In addition, I will have to design the level.

**Tasks for current week:**

1. Design the level to allow for the implementation of moving platforms
2. Re-design the second round trial (moving platforms)
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: 16:00

Minute taker: Ionut Ciobanu