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

Date of meeting: 11/12/18

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have managed to create assets that fit the art-style I was going for. I have finished creating the presentation with plenty of time left to go through it several times before the actual presentation.

***What went bad?***

The presentation was definitely not up to the expectations.

***Feedback received:***

The LPM mechanics need be considered as they apply to a game that is replayed, not to several minutes of gameplay, as I have said during the presentation.

More evidence of design work is needed. Subjective words such as ‘simple’ should not be used (during a presentation).

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

For this week I have decided to add in the core mechanics of the game in order to get an idea of how the game will feel and play, before going into more design work and reiteration.

After having the core mechanics added to the game, I will concentrate on more design work in order to make the game more ‘fun’.

**Tasks for current week:**

Ionut: -I need to program the item passing mechanic

-I need to program the item pick-up mechanic

-I need to assign controls for the 2 players

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu