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

Date of meeting: 13/03/19

Time of meeting: 09:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

I have polished the game based on the feedback received prior to the presentation.

The camera has been fixed and turned into a static perspective camera, I have increased the overall speed of the characters, implemented a jumping particle effect as visual feedback for the player.

I have also added a visual effect for the batteries and solved an issue that I have encountered with the boomerang launching sound cue.

***What went bad?***

I have not finished 2 of the tasks, however I will take care of them this upcoming sprint as they won’t take too long.

***Feedback received:***

None.

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

By the end of this short sprint I will gather play test feedback on the current version of my game.

**Tasks for current week:**

1. Gather play-testing feedback for the current version of the game

**Item Three – any other business.**

Meeting Ended: 15:00

Minute taker: Ionut Ciobanu