**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?***

The item passing mechanic is now working properly, so does the item pick-up mechanic. The scoring system had also been set up in place, although some modifications will be necessary at a later point.

***What went bad?***

It took fairly long to code the passing mechanic, I believe due of my lack of experience with Unreal Engine.

The camera is better now but some problems still persist. I believe the camera code needs to be modified to better suit the game.

***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 be focusing on implementing rounds into the game. I will also look into adding loading screens if necessary. I am not really sure how a rounds system works so I will probably spend a significant amount of time researching guides and videos on how to set the system up properly.

More tasks will be added if I manage to finish adding rounds to the game in time.

**Tasks for current week:**

Ionut: -Look into implementing a rounds system to the game

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu