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

Date of meeting: 18/12/18

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have implemented the controls for the second players on the same keyboard, as I have planned.

Additionally, I have also coded the spawn points of the two players and the complex camera system.

***What went bad?***

I have realised that there were more important things to be taken care of before adding the item mechanics in, which is why I did not complete 2 of the tasks related. I have instead taken care of the spawn mechanic and the camera that now follows the players around the map and pans in & out when necessary, similar to the one in Super Smash Bros.

***Feedback received:***

None.

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

After adding in the camera and the player controllers, this week I will focus on the item mechanics: the pick-up mechanic and the steal mechanic.

**Tasks for current week:**

Ionut: -I need to program the item passing mechanic

-I need to program the item pick-up mechanic

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu