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

Date of meeting: 22/11/18

Time of meeting: 10:30

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have successfully re-scoped the project. I created a timeline document where the project milestones can be found as used as reference.

Additionally, I have reorganised the GitHub repository as I found suitable for the purpose of the project.

***What went bad?***

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***Feedback received:***

Upon meeting Rob, I have come to the conclusion that it’s best to narrow the scope of the project as I’m the only one working on it now. I have suggested decreasing the number of players from 4 to 2, and Rob agreed. It is also possible that fewer items will be in play.

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

For the last remaining day of the week (tomorrow), I will have to create the Unreal Engine project and include the tiles set I have designed and set the level accordingly.

**Tasks for current week:**

Ionut: - Create UE4 game project | - Build mock-up of level using the tiles set | - Set the level accordingly (various necessary settings to be performed in UE4).

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

**Item Three – any other business.**

*JIRA tasks for my project can be found at* [*http://jira.waterfrontgames.com:8080/projects/L6G7/*](http://jira.waterfrontgames.com:8080/projects/L6G7/) *.*

*I was unsure if I am supposed to be group 6 or 7, but as such, I have reorganised the ‘Group 7’ repository to my liking. I now represent group 7.*

Meeting Ended: 11:00

Minute taker: Ionut Ciobanu