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

Date of meeting: 27/12/18

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have added an item prototype in-game and made both characters able to pick it up, so the item pick up mechanic is working as intended. However, I have not managed to link the item pick up mechanic to a scoring system yet.

***What went bad?***

I have not managed to link the item pick up mechanic to a scoring system yet. I have done the blueprint for the scoring system as well as adding the HUD (UI), but the scoring is not yet working properly for some reason. I will get back to it this week, trying to make it work.

***Feedback received:***

None.

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

Make the scoring system work – the player in possession of the item needs to get 10 points a second.

I have yet to implement the item passing mechanic – if the players collide the item gets stolen.

**Tasks for current week:**

Ionut: -Make the scoring system work as intended

-I need to program the item passing mechanic.

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu