### Date of Meeting: 04/04/2019

### Time of Meeting: 1:00pm

Attendees: Luke Baldwin, Andrei-Marian Patru, Daniel Marsh, Yurii Skorobogatkoup

### Apologies from:

## Item One: Post-mortem of previous week

What went well: All members of the group completed their tasks on time. The game now has a fully functional menu system and all art assets are now in place.

What went badly: I was unable to attend the scheduled game jam this week, but I was able to work remotely while the group continued to work on the game during the jam.

Feedback Received:

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Create Game Menus.  Implement Ghost and Enemy Sprites.  Count Minimal Possible Moves. |  |
| Yurii Skorobogatkoup | Continue Sound Effect Implementation.  Level Select Restriction. |  |
| Andrei-Marian Patru | Resolve Issues with Tile Set.  Particle System. |  |
| Daniel Marsh | Write Meeting Minutes.  Create Jira Tasks. |  |

## Tasks for the current week:

NO OFFICIAL TASKS SET FOR THE EASTER VACATION.

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin |  |  |
| Yurii Skorobogatkoup |  |  |
| Andrei-Marian Patru |  |  |
| Daniel Marsh |  |  |

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00

### Minute Taker: Daniel Marsh