**MEETING MINUTES: Sprint 2 review**

Date of Meeting : 13/02/2019

Time of Meeting : 11:00

Attendees:- Brittney, Sean, Alex, Josh

Apologies from:- n/a

**Item One:- Postmortem of previous week**

What went well : All tasks within scope complete  
  
What went badly :   
Github gitignore poorly configured, rectified  
Broken commit pushed, rectified

Feedback:

* Audio on world 1 too “metallic and industrial” – easily rectifiedAudio
* on world 2 “sinister” – intended

Individual work completed:-

Sean:  
Mood Boards  
Alex:  
Audio Sketches  
Britney:  
Character design  
Josh:  
Character movement

Item 2:-

SPRINT GOAL:

* Clear design focus on game mechanics and features required
* Clear code focus on features which will be needed regardless of which route design takes.

Tasks for the current week:-

Josh/ Alex JAM Tasks:  
Teleporters / Scene changing  
Camera / UI

Sean / Brittney JAM tasks:  
Design doc to cover main gameplay decisions  
  
Group Jam task: PLAY SOME ORI HOLLOW KNIGHT

Individual tasks:

Josh to learn and implement player prefs for saving / loading

Alex to iterate on music

Sean to work on level tiles

Brittney to work on visuals for level mechanics

Item 3:-

Reminded of ground rules: Never push a broken comit

**MILESTONE: MVP COMPLETE BY END OF SPRINT 4 27th MARCH**

Meeting Ended :-

12:00

Minute Taker:-

Alex