**MEETING MINUTES: -WEEK 9**

Date of Meeting: 03/04/19

Time of meeting: 9:00

Attendees: Eva, Marta, Jack

Apologies: Tyler

**Item 1: Post-mortem of Previous Week**

What went well: Marta was able to complete Most of her work before Wednesday.

What Went poorly: Everyone was unable to accomplish all of their tasks until Wednesday. Tyler was also unable to attend Wednesday’s meeting, which caused an awkward situation where the team had to work on the video without him.

**Item 2: Aim of the upcoming sprint**

Continuing our work to reach a minimal viable product. This includes finalising the first two levels, implementing the art assets, and replacing “Mana” with “Collectibles” on the advice of Rob.

**Feedback:**Rob pointed out that the concept of “Mana” is an unnecessary complication, and that instead the player should be encouraged to collect collectibles around the map for a better end ranking.

**Task:**

Jack: - Finalise the first 2 levels ready for presentation

Marta: - Finalise the first 2 levels ready for presentation, Add collectible art asset

Eva: - Finalise the first 2 levels ready for presentation

Tyler: - Allow jump blocks to work in all directions, create death animation, update turn animation, create a “Level complete” UI, Replace mana with collectibles

Meeting Ended: 12:00

Minute Taker: Tyler