**MEETING MINUTES: -WEEK 8**

Date of Meeting: 13/03/19

Time of meeting: 9:50

Attendees: Tyler, Jack, Marta, Eva

Apologise: N/A

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

What went well: All tasks from Eva, Marta and Tyler were completed before Sprints end.

What Went poorly: Jack did not complete his GDD task. Some elements that were needed complete the task were not available (like some assets, finalized levels).  
A bug has appeared which kills the player when a block is moved, whilst the player is above it.

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

Continuing our work to reach a minimal viable product.

**Feedback:**Rob like last week took all the project managers to a meeting on Jira tasks. He pointed out that Jack had lowest number of logged hours on Jira.

**Task:**

Jack: - Finish the GDD (6h)

Marta: - Create Death Animations (3h), Create Feather sprites (1h), Create more decal Assets (2h)

Eva: - Redesign Level 1 (3h), Redesign Level 2 (3h)

Tyler: - Implement Tile maps (3h), create level finish line (1h), fix turn animation (1h), Fix bug where PC is killed by a block being moved (1h)

Meeting Ended: 10:30

Minute Taker: Jack