**MEETING MINUTES: -WEEK 9**

Date of Meeting: 27/03/19

Time of meeting: 9:00

Attendees: Eva

Late: Jack, Tyler

Apologies: Marta

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

What went well: Jack finished the GDD

What Went poorly: Most other tasks were not completed or submitted to Github. The levels have no concrete design or art assets yet. We decided not to use tilemaps due to the significant time investment that would be needed.

**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