**Meeting Minutes: Group Project Sprint 10**

**Date of Meeting:** 28/03/2019

**Time of Meeting:** 14:20 am

**Attendees:** Bogdan Dumitrascu, Jack Gilmour

**Apologies for Absence:** Michael Davis

**Absent:** Michael Davis

**Sprint Aim:** Create game video and continue with level designing.

**Item One:** Team Discussion

We discussed on what the plan is for the next couple of weeks, as Michael explained he would be unable to attend for a few weeks. There has also been a problem with the project for Bogdan as he is unable to open the project at all, we also discussed possible fixes for this.

**Item Two:** Task Allocation

Both of us agreed that Bogdan will create the video and that I will edit and voiceover the video to fit in 5 minutes. After that both myself and Bogdan will continue to playtest the level before and after player feedback

**Item Three:** Bugs

**Jack Gilmour Tasks:**

Play test level - 2 hrs

Create voiceover and edit video – 1 hr

Re edit level in response to player feedback – 1 hr

Level design research – 2hrs

**Michael Davis Tasks:**

Add patrol behavior to the zombie AI behavior - 2 hrs

**Bogdan Dumitrascu Tasks:**

Play test level - 2 hrs

Record video – 1 hr

Re edit level in response to player feedback – 1 hr

Level design research – 2hrs