**Meeting Minutes: Group Project Sprint 2 - Catch-up meeting**

**Date of Meeting:** 1/02/2019

**Time of Meeting:** 12:00am

**Attendees:** Michael Davis (Project Manager/Programmer), Bogdan (Designer).

**Apologies for Absence:** None

**Absent:** Jack Gilmour (Designer)

**Meeting Aim:** Assertatin current progress

**Item One:** Team Discussion

We discussed the mood boards we had created for this sprint. We had both come to the same conclusion that a low-poly art style would be best, due to technical and time limitations. We also discussed allocating roles to smooth out the design process. I suggested that to bogdan that he model that non-environmental models (weapons, objects, etc.) and that Jack in his absence model the environmental models (rocks, trees, etc.). We also discussed GitHub tuition, since Bogdan said he has had not much experience with GitHub, I agreed that I’ll provide the tuition and that this should take place on Wednesday in the game labs.

The current progress of the game was still in early prototype development due to a few missing core mechanics such as the physics gun could not launch physics objects and that the zombies did not take damage or die or on collision with physics objects. We ascertained that we still needed a few more weeks before this prototype could be completed to our satisfaction.

**Item Two:** Task Allocation

N/A tasks were already allocated at the start of the sprint.