**Meeting Minutes: Group Project Sprint 3 - Catch-up Meeting**

**Date of Meeting:** 18/02/2019

**Time of Meeting:** 11:30am

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

**Apologies for Absence:** None

**Absent:** Jack Gilmour (Designer)

**Sprint Aim:**

Sprint aim already set for this week.

**Item One:** Team Discussion

Discussed the issue of scope, since our game is widely out of scope. We discussed several ways of mitigating this issue.

* We decided to focus on small low-poly objects since these take less time to model.
* Programming tasks are also quite large, but I have broken them all down into manageable chunks on Jira.
* Bogdan suggested working more hours on the project to help lighten the workload, but we are already working approx 10-8 hours a week on this project which is more than the suggested 6 hours. We need to discuss this with Rob on Wednesday.
* Bogdan and me are okay with putting more hours into this game, we don't know about Jack we need to approach this subject with him on Wednesday.

Discussed the current state of our game.

* It is to our believe that we are ahead compared to other groups. Since our game is larger in scope this might not mean much.
* Bogdan suggested that we focus on getting the landscape into our game.

Discussed our pitch proposal

* A video detailing the mechanics of our game
* I would do most of the talking, bogdan suggested that he would discuss the 3D modelling.

**Item Two:** Task Allocation

The tasks are already set for this sprint.