**Week 12**

(18th April – 25th April)

**Meeting**

(Thursday 18th April)

**Attendees:**

* Cameron Armstrong
* Daniel Olsson
* Jack Fisher
* Joe Douthwaite
* Josh Whelan
* Sehun Babatunde

**Meeting Log:**

* Continue working on sub-group tasks to work towards demo.
* Work towards final implementation of sub-group parts.

**Actions**

* Cameron Armstrong
  + Menu system and game board. (2 hours)
* Daniel Olsson
  + Tutorial screen design.
  + Draft of Critical Review. (2 hours)
* Joe Douthwaite
  + User interface.
  + Tutorial screen design. (2 hours)
* Josh Whelan
  + User interface.
  + Help script. (2 hours)
* Jack Fisher
  + Testing potential multiplayer implementation.
  + Decide to use a Co-op style gameplay rather than multiplayer.
  + Finalise application. (4 hours)
* Sehun Babatunde
  + Testing potential multiplayer implementation.
  + Decide to use a Co-op style gameplay rather than multiplayer.
  + Tutorial screen implementation. (3 hours)