Do It Tomorrow

# Meeting

Date: 19 April 2013

Location: Annexe 1-017

**Who was present?**

All three of us were present at this meeting.

* Chairperson: Colm Mulhall
* Secretary: Daniel Hogan

**Agenda**

* Final touches
* More tests

**Minutes**

As this is our last full week to get work done, we decided to get some last minute testing in on our game. To do this we asked several members of our class to sample to game with a full play through. The feedback was positive and no bugs were found.

We borrowed our lab supervisor’s game controller to try add vibration to the game. Daniel got this working. Conor changed the menu screens to suit the game better and we changed the game to full screen. Colm continued his work on documentation to meet the deadline next week.

Our next meeting will be on Monday next week to discuss our final presentations and submission.