Note: These minutes are a record of the gamejam meetings held on Friday, Saturday and Sunday. The agendas that match up to this are not fully complete due to focus on developing being paramount. Meetings were held for minutes at a time before returning to work.

> Date & time of meeting: Friday 11:00 - 16:00 (lab2) 16:00 - 18:00 (1N1.4.1) 18:00-22:30 (lab 2), Saturday and Sunday

> Place of meeting: CES Lab 2, 1N1.4.1

> Group members present: Robert, Vandana, Su, Hao. All members present for all 3 days.

> Group members absent but who explained their absence before the meeting:

> All other group members not listed in the previous two boxes:

> Chairperson for this meeting: Whomever raised an issue that needed team input.

> Secretary for this meeting:

> Are the minutes of the previous meeting agreed as a correct record? Yes.
> List amendments here:

> Review actions agreed at previous meeting and record how far individual responsibilities have been fulfilled. Actions taken during the GGJ were effective in attainment of our goal. Work undertaken on Friday and Saturday meant Sunday, although packed with work to finish there was no point content had to be cut to meet the deadline.

> Where individual responsibilities have not yet been fulfilled within the agreed timescale, list the reasons given:

Friday :New matters discussed: Firstly ideas for the game were raised, ultimately deciding to bring multiple coherent ideas together from the mind-map into one game - Cluster Duck. Further discussed implementation of game with the outcome being that of a 2D game using Unity as agreed in a previous meeting.
Saturday: Game arena is too large, need to shrink it down so player does not get bored. Arena is also static without any challenge. Dynamic and static obstacles were discussed to give the map a bit more complexity.
Sunday: Goal for Sunday is to upload by 15:00 a working mostly bug free copy of hte game in case the GGJ's servers get requests from too many people and slow down to a crawl or crash entirely.

List all actions requiring attention: Game needs art assets, audio assets, user interfaces, game play and testing. Art assets is assigned to Vandana, audio assets to Hao and gameplay to Su and Robert. Level design will be done by Su with help from Vandana. Robert will test all game features.
Saturday: Player input script, game manager script, rotate player script, testing creating and modifying assets (art and audio) and UI.
Sunday: Stick spawning and stick scripts, art asset modification to fit game design, finish button functions for navigating the UI, fix gameplay bugs, add functionality for hitting owls and respawn near nest when player falls down the hole.

Chairperson of next meeting: Robert
Secretary for next meeting: Hao