



Meeting Minutes

* Attendees

Grace Clarke
Andrey Smirnov
Shan Swanlow
Taylor Edgell

* Apologies

- Michael Justus

* Agenda

- Shan to run through rationale of data structure of playing card levels
- Discussed & explained to wider team how asset manager is used
- Discussed access to the json files and how cards are not reloaded each time and are stored in the memory
- Discussed & agreed on how to ascertain difficulty level for the game, option to add harder cards and/or to reduce time available to match cards

* Action Items

- Andrey to look at the game screen layout
- Taylor to look at the completion screen
- Shan to look at the engineering strategy/budget document
- Grace & Taylor to start looking at and drafting presentation for assessment
- Think about potential screens for the app such as: gameplay,completion screen,select account screen, create account screen, main menu,level select screen
- Email Douglas asking about further information for presentation - clarify what is being marked

To meet again on Saturday