Group 15 - Anastazia Hunt, Alex Butler, Mihnea Radu and Velichko Donev

06/02/2018 – 17:30 – 18:00 – **Midweek meeting to see how the group members are finding the work.**

**Atendees –**

Anastazia Hunt, Alex Butler, Mihnea Radu

**Apologies –**

Velichko Donev – no reason given.

**Meeting:-**

**What went well:-**

Alex showed progression with his work and produced good notes and several completed questionnaires.

**What went badly:-**

Mihnea showed an extreme lack of interest in the questionnaires produced by Alex, stating “why do we need this, this is unnecessary” and other such comments. This is further showing his lack of understanding in game development and team work as I set him the task of researching our target market. I tried to explain to him multiple times how we needed the questions for development but he interrupted me multiple times, refusing to listen. I will be giving him a warning this evening about his behavior and if it remains unchanged I will be escalating him.

**What can be done to improve the current week:-**

More cohesion within the team. Work done to a Monday deadline so I can check the work, leaving time to fix any errors.

**Overall Aim of the weeks sprint:-**

To get an initial understanding of the brief and to start initial development of the game.

**Tasks for the current week:-**

**Anastazia’s tasks / 6 hours total:- (fully completed)**

Set up GitHub and Jira – 1h

Read through and make notes on the brief – 1h

Download and play and 2+ games that fir the brief and take notes on any design aspects, mechanics and other aspects that you think would fit the brief – 2h

Research possible ideas/themes for the game – 1h

Research 3+ ideas for the core mechanic (one tap, co-op) – 2h

**Alex’s tasks / 6 hours total:-**

Read through and make notes on the brief – 1h (completed)

Download and play and 2+ games that fir the brief and take notes on any design aspects, mechanics and other aspects that you think would fit the brief – 2h (completed)

Research possible ideas/themes for the game – 2h (2 hours given as I explained I wanted him to go more in depth on this task)

Research 3+ ideas for the core mechanic (one tap, co-op) – 2h (in progress)

**Mihnea’s tasks / 6 hours total:-**

Read through and make notes on the brief – 1h (completed, not verified)

Download and play and 2+ games that fir the brief and take notes on any design aspects, mechanics and other aspects that you think would fit the brief – 2h (completed, not verified)

Research 3+ ideas for the core mechanic (one tap, co-op) – 2h (completed, not verified)

Research the target demographic – 1h (completed, not verified)

**(Velichko’s tasks / 0 hours total: -**

Rob informed us to include Velichko in the emails but not give him any tasks as he did not attend the initial group lecture.)

**Next meeting –**

The next meeting will be held at 5:30pm on 06/02/2018 for a minimum of 30 minutes.

**Other –**

As I was writing up the minutes I had the Jira open and noticed approx. an hour after the meeting Mihnea somehow completed and logged 4 hours of complete work. Unless he has a time machine I highly doubt he was able to complete the work to an appropriate standard, he wouldn’t have physically been able to complete this work within the timeframe.