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

31/01/2018 – 11:05 – 11:35

**Atendees –**

Anastazia Hunt, Alex Butler, Mihnea Radu

**Apologies –**

Velichko Donev – no reason given.

**Meeting:-**

**What went well:-**

Alex was positive towards the project. Gained a full understanding of his tasks and requirement.

**What went badly:-**

Mihnea immediately complained when I asked him for 10 minutes of his time for a brief meeting, which I then reduced to 5 as to adjust to his schedule, he also said this was too long and left after approx. 2 minutes. Alex and I continued the meeting after he left, we informed him of the general overview of the meeting however he would have gained a better insight into his tasks if he had stayed.

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

More cohesion within the team.

**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:-**

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

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 – 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

**Mihnea’s tasks / 6 hours total:-**

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

Research the target demographic – 1h

**(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 –**

Mihnea posed as an issue as it seems he doesn’t want to work in a team, dislikes being given tasks and refuted most of what I said in the time I had to talk to him. I would like to see how his attitude and work progresses before discussing escalation.