

Time Management | 15th Team Meeting | 09.05.2020

MEASURED DURATIONS

Total duration (including breaks): 1 hour 18 mins

Breaks duration: 0 mins

Progress updates: 20 mins

Textures and prefabs discussion: 1 mins

QA updates: 5 mins

Sound design ideas: 10 mins

Gameplay at level end: 15 mins

Priorities until sprint end: 25 mins

Date for retrospect meeting: 2 mins

ESTIMATIONS

Total duration (including breaks): 1 hour 30 mins

Breaks duration: 0 mins

Progress updates: 30 mins

Textures and prefabs discussion: 15 mins

QA updates: 5 mins

Sound design ideas: 10 mins

Gameplay at level end:	15 mins
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Priorities until sprint end: 10 mins

Date for retrospect meeting: 5 mins