# RMSD: Group Meeting

## Date:

* 29th October 2020

## Sprint:

* Sprint One: Planning

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)

## Meeting Description:

* Discussed Team Pitch and Information needed
* Planned our first sprint with tasks for each member of the team
* Began work on our first mini game

## Targets for Next Meeting:

* Complete Team Pitch (Everyone)
* Draft Concept Designs (Dom and Sam)
* Research Co-op in Unity (Martin)

# RMSD: Group Meeting

## Date:

* 3rd November 2020

## Sprint:

* Sprint One: Planning

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Reviewed Feedback from Team Pitch
* Discussed the draft Concept Designs
* Discussed the Co-op structure we are planning

## Targets for Next Meeting:

* Movement Set up for Mini Game 1 (Dom)
* Draft more Concept Designs (Dom and Sam)
* Design Company Logo (Sam)

# RMSD: Group Meeting

## Date:

* 5th November 2020

## Sprint:

* Sprint One: Planning

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed Ideas on Website with Paul
* Discussed the Company Logo and Website Design
* Looked into better Project Structure

## Targets for Next Meeting:

* Complete Movement Set up for Mini Game 1 (Dom)
* Start Development of Website (Ross)
* Plan the Scoring for Mini Game 1 (Martin)

# RMSD: Group Meeting

## Date:

* 10th November 2020

## Sprint:

* Sprint One: Planning

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed Movement in Mini Game 1
* Discussed the Scoring Ideas for Mini Game 1

## Targets for Next Meeting:

* Complete Ideas for Mini Game 1
* Prepare Testing Form for Mini Game 1

# RMSD: Group Meeting

## Date:

* 17th November 2020

## Sprint:

* Sprint Two: The First Game

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed how the testing went on Mini Game 1
* Discussed our next steps for Mini Game 1

## Targets for Next Meeting:

* Look at responses for improvements for Mini Game 1
* Start planning Website (Ross)

# RMSD: Group Meeting

## Date:

* 19th November 2020

## Sprint:

* Sprint Two: The First Game

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed Ideas on Website with Paul
* Discussed our next steps in Development for Mini Game 1

## Targets for Next Meeting:

* Start Planning Website and information included
* Discussed how we are going to do scoring for the whole game
* Discussed the changes we have made for Mini Game 1

# RMSD: Group Meeting

## Date:

* 26th November 2020

## Sprint:

* Sprint Two: The First Game

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed what we are planning on testing for next week
* Started Website Development

## Targets for Next Meeting:

* Complete testing prototype for next week
* Start thinking about Design elements on Website
* Start thinking ideas for Second Mini Game

# RMSD: Group Meeting

## Date:

* 1st December 2020

## Sprint:

* Sprint Three: Hungry Hippos

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)

## Meeting Description:

* Look at responses for improvements for Mini Game 1
* Discussed Main Menu Design Plan

## Targets for Next Meeting:

* Development on The Main Menu and Animated Backgrounds
* Start developing a Final Report Structure

# RMSD: Group Meeting

## Date:

* 3rd December 2020

## Sprint:

* Sprint Three: Hungry Hippos

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed our feedback from Usability Testing
* Planned how we use SWOT analysis on our Product

## Targets for Next Meeting:

* Carry on Development on Hungry Hippos
* Discussed the Final Report Plan

# RMSD: Group Meeting

## Date:

* 8th December 2020

## Sprint:

* Sprint Three: Hungry Hippos

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed plan for our Third and Final Game
* Discussed about current sound design so far
* Reviewed Sprint Three and Planned Sprint Four

## Targets for Next Meeting:

* Bug Testing on Hungry Hippos
* Research the New Input System

# RMSD: Group Meeting

## Date:

* 10st December 2020

## Sprint:

* Sprint Four: Christmas Break

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Discussed Bug Testing Results from Hungry Hippos
* Looked into applying new Input System for Bumper Cars

## Targets for Next Meeting:

* Complete Bug Testing on Hungry Hippos
* Start planning applying the new local co-op system

# RMSD: Group Meeting

## Date:

* 17th December 2020

## Sprint:

* Sprint Four: Christmas Break

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Looked at how the new Co-op works in Bumper Cars
* Look at the new design of the bumper cars with the new models

## Targets for Next Meeting:

* Add the new co-op system into Hungry Hippos
* Start working on the final game

# RMSD: Group Meeting

## Date:

* 29h December 2020

## Sprint:

* Sprint Five: Online Co-op

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Talked about what we had done during the holidays
* Planned what sections everyone will complete in the report
* Discussed Bug Testing Results

## Targets for Next Meeting:

* Implement Multiplayer in the first two games and local in the third game
* Start completing sections on the Final Report

# RMSD: Group Meeting

## Date:

* 5th January 2021

## Sprint:

* Sprint Five: Online Co-op

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Reviewed our efforts in apply new online multiplayer
* Looked at what has been written so far in the Final Report
* Reviewed progress on website and Itch.io page

## Targets for Next Meeting:

* Complete Website and Itch.io Page
* Carry on Implementing Multiplayer in our games

# RMSD: Group Meeting

## Date:

* 7th January 2021

## Sprint:

* Sprint Six: Final Development

## Attendees:

* Dom Sleightholme (Scrum Master)
* Ross Doran (Product Owner)
* Samuel Rowsell (Design Lead)
* Martin McKenna (Technical Lead)

## Meeting Description:

* Reviewed our efforts in apply new online multiplayer
* Looked at what has been written so far in the Final Report
* Looked at the Website and itch.io page

## Targets for Next Meeting:

* Complete any bug issues in game
* Get Final User feedback on the game and its content