# Meeting minutes: The Exiles Group Project

**Date of meeting:** 2 December 2019

**Time of meeting:** 11:00 AM

**Attendees:**

Jamie Gostling

Alpeche Pancha

Ethan Ward

**Apologies from:**

N/A

### Sprint review

**What went well**

* Tutorial functionality complete
* Bug fixing carried out

**What could be improved**

* Assets could’ve been present in the alpha levels

**Feedback received**

*Either playtest or tutor feedback*

* Pace seemed to slow down compared to previous weeks
  + Need to put in a lot more work in start of next semester to avoid crunching
  + Avoid losing motivation/slowing down after alpha
* Frontload, put some polish into the existing scenes

**Individual work completed**

* Jamie: Farm assets
* Alpeche: Tutorial level functionality and bug fixes
* Ethan: Friendly animal AI programming and bug fixes

### Discussion topics

* Playtesting (when and who is going to do it, where to record feedback)
* Ideas for hiding spots in factory level
* Tutorial level functionality improvements and testing
* Discussion about improvements and tweaks, adding tasks to Trello

### Sprint aim

*Overall aim of the current week’s sprint (what will the product look like by the end of the sprint)*

**Finish alpha and bring compiled exe to next session.**

Playtesting, put assets in level, update scaling in levels.

### Any other business

None.

**Meeting ended:** 12:17 PM

**Minute taker:** Alpeche Pancha