# Meeting minutes: The Exiles Group Project

**Date of meeting:** 12 March 2020

**Time of meeting:** 09:00 AM

**Attendees:**

Alpeche Pancha

Ethan Ward

**Apologies from:**

Jamie Gostling

### Sprint review

**What went well**

* A lot of bugfixing and improvement work went on to make sure game was ready for Miniclip demo.

**What could be improved**

**Feedback received**

*Either playtest or tutor feedback*

* In the document “Miniclip’s Jamie Cason Feedback”:
  + Would like smoother animations (for character)
    - Character control feels “blocky”
  + Exit wasn't obvious on tutorial level
  + Wasn't obvious you had to walk to the area with the crates to progress in tutorial
  + Exit in easy level would sometimes not rescue animal that was following (happened when only 1 animal was following)
  + Liked that sheep were not great at following, adds to the fun
  + Sometimes sheep got in the way and blocked movement

**Individual work completed**

* Bugfixing and improvements to tutorial level

### Discussion topics

* Sprint planning and re-organising Trello
* Demo with Jamie from Miniclip

### Sprint aim

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

### Any other business

None.

**Meeting ended:** 10:30 AM

**Minute taker:** Alpeche Pancha