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| Week 3 | 21/02/2019 | Notes |
| What was achieved this week. | 1. Clear Idea of the game and its features 2. Come up with theme ideas for the platform game. 3. Have a basic platform to demo – have a character that runs around the and jumps and moves about multiple platforms, potentially have music implemented, maybe implement enemy. 4. Everyone achieved their goals and so the team gave ourselves a 10 in retrospective. | 1. (1&2)Our game will be based on a dog that has been turned into a slinky dog and so requires to players to function using both the front and back of the dog as the move around a castle looking for potion ingredients to try to become a real dog again. Our unique selling point is the fact that the game is 2 player and encourages children to work together.   3.A basic platform demo was preformed and music has been sourced  4.It was discussed during this week meeting that the work load dedicated to each of us is the right amount given that we all have multiple different modules to focus on. What we are aiming to do is build the platform and basic game, and once that works, continue to build on that. |
| What we want to achieve next week. | 1. Want to get platform programming functional and then work on that slowly. 2. Have a game name 3. Figure out how to merge on github | 1. Now that we have the base of the game design and how if will work, we need to focus on the technical work of the game. ( see meeting minutes of features of the game intended to be preformed) |
| Tasks for each individual. | * Wyan – Making functional and non-functional requirements * Max- tools and platforms * Shalini – working on home screen. * Andres – work on moving 2 characters * Lydia – construct a cognitive walkthrough (with Andres on Tuesday) on current game prototype, back ground and paper prototypes * Dave – Get all the images for character movement- sprite designs and individual movement |  |
| Self-Grading After this week. |  |  |