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| Weekly Manager: | Heather |
| Date: | 01/02/17 |
| Attendees: | Henry, Connor, Heather.  Sam – Unexplained absence. |

**Presentation**

The group presented the 3 initial concepts. Mixed results from the presentation feedback. Generally the stakeholders liked the concepts but felt they couldn’t have an opinion as not enough information was shared in the presentation. (4 minuets out of 10).

**Meeting**

Sam did not attend the presentation or meeting, and has not emailed.

The group discussed the presentation and agreed to do the following to improve the performance next time:

* Have more presentation slides, detailing more of the design process and decisions that led to the current team position.

Secondly the team sat down and agreed on which concept to run with. The team agreed on the game in which players must score goals against each other with a ground moving in waves. Hereafter known as “Ripple Footie”.

After this the team agreed on the outcomes for the current sprint:

* To have a basic prototype of the game Ripple Footie (working title). This prototype will include: A further iterated way to generate the wave, 2-player controls and 2 player characters.
* Have more art concepts to choose from, ready to finalise an art style at the end of the sprint.

Finally the team created a backlog of tasks ready to be uploaded to Jira.

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| Name: | Assigned time | Task | Due date (if any) |
| Connor | 3 hours | Iterate the wave generation code. |  |
|  | 3 hours | Iterate the player controller to add 2-player functionality. |  |
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| Heather | 1 hour | Management tasks (set up sprint, meeting minutes, add tasks to the backlog). |  |
|  | 2 hours | Background concept art |  |
|  | 1 hours | Character concept art |  |
|  | 2 hour | Foreground concept art |  |
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| Henry | 1 hour | Character iterations |  |
|  | 2 hour | Pick ups concept art |  |
|  | 2 hours | UI concept art |  |
|  | 1 hour | Break up character on sprite sheet for ragdoll implementation |  |
| Sam | 1 hour | Splash screen |  |