Date: *05 April 2018*

Location: *Atrium building*

Attendants:

Joseph Barber,  
Elliot Dewhurst,  
John Dorman,  
Blake Hewitt,  
Miruna Rosca

Topic of meeting:

Sprint review, playtesting feedback, interface review

Agenda items:

* Sprint review
* Build problems
* Playtesting feedback
* Looking at the current interface
  + Functionality improvements overall
  + Overworld UI
  + Level UI
  + UI Cleanup
* Sprint plan

What was discussed and Moving forward:

We reviewed our current sprint. This week faced a number of tasks not being completed, however we considered this an exception due to the close approaching Final Project hand-in.

We found there were problems with our game when building to WebGL (which we decided to do for playtesting), this was mainly to do with searching the local storage for save files when loading into levels. We planned on making adaptations to the build for a WebGL version which would simply not load/save files and the game would be a fresh game each time it’s loaded (a compromise, however we found it suitable as our game is for mobile, WebGL just allows us to reach a greater number of playtesters with ease).

We looked at all of the UI in our game and feedback we have received and found a number of areas that functionality / the way people interact with our game can be improved as well as improving consistency among the UI.

We finally planned a sprint for this week.