Group 5 Meeting Minutes

Date of Meeting – 28/03/2018

Time of Meeting – 10:30

Attendees – Rebecca Brannum, Joe Wilson, Elliot Page, Zachari Cooper

Postmortem of previous week’s work:

Work submitted:

* Place posters in the scene – Elliot (3h)

What went well –

Communication and project management was better than regular.

What went badly –

Very little work was submitted by any members of the team.

What can be done to improve this week –

The team need to prioritise the completion of tasks.

Overall Aim of the Week’s Sprint –

Aesthetic refinement – posters, statues and so on. Also player feedback from target demo.

Tasks for the Current Week:  
Task estimated length to be included in brackets after the task e.g. (8h)

Max – Embellish the UI (6h)

Rebecca – General bug fixing (6h)

Joe – Create the questionnaire for feedback (2h), get metrics from target demo (2h)

Elliot – Put posters in the scene (1h remaining, carryover from last sprint), curation of project management (3h)

Zach – Put posters in the scene (6h), remodel the statue (2h)

Meetings Planned:

4th April 2018, 10:00