Group 5 Meeting Minutes

Date of Meeting – 31/10/2017

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work Submitted:

Max – Tweak the character model to work with animation (5h, completed), Create a list of Mixamo animations and export the character (2h, completed)

Rebecca – Get the network code working (4h, completed)

Joe – Continue with camera implementation (3h, completed)

Elliot – Design and create the UI (6h, completed)

Zach – Design the tutorial level (4h, completed)

What went well –

Team worked well throughout the week despite frustration with technical issues and designer’s block.

What went badly –

Some assets produced, such as the UI and the camera were not agreed by the team to be of sufficient quality, thus need further work down the line.

What can be done to improve this week –

Try to come up with more comprehensive solutions to tasks given out by the team.

Overall Aim of the Week’s Sprint –

To have a working prototype ready for the next pitch.

Tasks for the Current Week:

Max – Model the nut (6h)

Rebecca – Bring the prototype together (6h)

Joe – Bring the prototype together (6h)

Elliot – Create the presentation (6h)

Zach – Get feedback from Playtesters (6h)

Meetings Planned:

After pitch (08-11-2017)