Group 5 Meeting Minutes

Date of Meeting – 08/11/2017

Time of Meeting – 15:00

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

Postmortem of previous week’s work:

Work submitted:

Max – Model the nut (4h, completed)

Rebecca – Bring the prototype together (6h, completed)

Joe – Bring the prototype together (6h, completed)

Elliot – Create the presentation (2h, completed)

Zach – Get feedback from Playtesters (2h, completed)

What went well –

The audience enjoyed our art style and vision, and thought there was much potential in our game. They were also impressed with the overcoming of technical hurdles, primarily the networked multiplayer aspect.

What went badly –

The audience were concerned about the potential for dominant strategies. They were also concerned about how well we as a team know our own mechanics, as sometimes we said things in the presentation that conflicted.

What can be done to improve this week –

We need to discuss the game mechanics as a group so that we are all on the same wavelength in regards to the holistic design of the game.

Overall Aim of the Week’s Sprint –

We as a team plan to focus on the artistic direction of the game, mainly focusing on the lighting in the scene.

Tasks for the Current Week:

Max – Finish modelling the character (6h)

Rebecca – Fix bugs (6h)

Joe – Menu code (6h)

Elliot – Design the lighting to be used in the level (4h), help Zach design the new level (2h)

Zach – Design the new level (6h)

Meetings Planned:

15/11/2017