Group 5 Meeting Minutes

Date of Meeting – 15/11/2017

Time of Meeting – 13:00

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

Postmortem of previous week’s work:

Work submitted:

Max – Finish modelling the character (6h, completed – ongoing)

Rebecca – Fix bugs (6h, completed)

Joe – Menu code (4h, completed)

Elliot – Design the lighting to be used in the level (7h, completed), help Zach design the new level (2h, completed)

Zach – Design the new level (6h, completed)

What went well –

Team worked well independently, and communicated well. Good solutions to problems emerged as a result

What went badly –

Communication happened on unofficial channels (Discord).

What can be done to improve this week –

Make sure to communicate using email so that lecturers can see it.

Overall Aim of the Week’s Sprint –

We will mainly focus on level design this week.

Tasks for the Current Week:

No formal tasks set this week. Members are to set themselves tasks upon seeing problems that need solving.

Meetings Planned:

22/11/2017