Group 5 Meeting Minutes

Date of Meeting – 30/11/2018

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work Submitted:

* Level grayboxed (Elliot, 3h, completed)
* Graybox lit (Elliot, 30m, completed)
* Building design and architecture researched (Joe, 4h, completed)
* More assets modelled (Zach, 5h, not complete)
* Specialised architecture modelled (Max, 3h, not complete)

Work Still to be Done:

* Integrate Joe’s menu work into main project (Rebecca, no work logged)
* Write some scripts for dynamic level events (Rebecca, no work logged)

What went well –

The team worked well to get a new prototype complete. We now have a completely new, redesigned level.

What went badly –

A large amount of tasks were not completed.

What can be done to improve this week –

Team members need to ensure their tasks are completed for the sprint end.

Overall Aim of the Week’s Sprint –

Polish up the prototype for the upcoming pitch.

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

Max – Design/model specialised architecture (6h)

Rebecca – Write some scripts for dynamic level events (4h), Integrate Joe’s menu work into main project (2h)

Joe – No tasks assigned

Elliot – Design the lighting to be used in the level (4h), Get some playtester feedback (1h)

Zach – Model more assets for the level (6h)

Meetings Planned:

6/12/2017