Group 5 Meeting Minutes

Date of Meeting – 06/12/2017

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work submitted:

* Level lighting designed (Elliot, 7h, completed)
* Assets modelled (Zach, 6h, completed)
* Specialist architecture designed (Max, 7h, completed)

Work still to be done:

* Integrate Joe’s menu work into main project (Rebecca, no work logged)
* Write dynamic level scripts (Rebecca, no work logged)
* Get playtester feedback (Elliot, no work logged)

Our prototype was negatively received by all who attended. They considered our redesign to be an over-reaction to the dominant paths problem. They said that we should go back to our original vision and attempt to rebalance that.

What went well –

We had a prototype ready and polished for the pitch

What went badly –

Some work was not completed.

What can be done to improve this week –

Team members need to ensure they complete tasks on time.

Overall Aim of the Week’s Sprint –

N/A – Work to cease over Christmas

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

Max – N/A

Rebecca – N/A

Joe – N/A

Elliot – N/A

Zach – N/A

Meetings Planned:

N/A – work to cease over Christmas break