Group 5 Meeting Minutes

Date of Meeting – 04/01/2018

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work submitted:

* Create the level (Elliot (2h), Zach (3h), Max (1h 30m), completed)
* Music made (Elliot (3h), completed)
* Create the presentation (Zach (3h), Max (3h))

What went well –

The team submitted work despite no tasks being formally set.

What went badly –

N/A – the team had no issues this sprint.

What can be done to improve this week –

N/A – the team had no issues this sprint.

Overall Aim of the Week’s Sprint –

Create new, redesigned assets for the game.

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

Max – Make the model game ready (2h)

Rebecca – Create new level prototype (6h)

Joe – Implement the movement code (7h)

Elliot – Make posters for decoration (1h)

Zach – Create new assets for the level (6h)

Meetings Planned:

10/01/2018