Group 5 Meeting Minutes

Date of Meeting – 10/01/2018

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 new assets for the level (Zach, 5h, completed)
* Create a prototype for the level (Rebecca, 4d, completed)
* Make some posters (Elliot, 1h, completed)
* Finish music and sound (Elliot, 4h, not completed)

Work still to do:

* Make the character model game ready (Max)
* Implement the movement code (Joe)

What went well –

Some members of the team went above and beyond their assigned task time limit to get their respective tasks done. This was a very productive week.

What went badly –

Not all tasks were completed; no work was logged on the two tasks not completed.

What can be done to improve this week –

Some team members need to make sure they get their tasks done. We also need to remember to use official channels for communication.

Overall Aim of the Week’s Sprint –

We are focusing on optimisation and implementation of feedback this week.

Tasks for the Current Week:

Max – Light the level (6h)

Rebecca – Adjust the level (3h), Add player tracking system (3h)

Joe – Implement the movement code (6h)

Elliot – Finish music and sound (6h)

Zach – Make the character game ready (2h)

Meetings Planned:

17/01/2018