Group 5 Meeting Minutes

Date of Meeting – 17/01/2018

Time of Meeting – 10:00

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 prototype for the level (Rebecca, 4d, completed)
* Make some posters (Elliot, 1h, completed)
* Make character model game ready (Max, 2h, completed)
* Implement the movement code (Joe, 6h, completed)
* Finish music and sound (Elliot, 1d 30m, completed)

What went well –

All tasks were completed in time for sprint end

What went badly –

Team needs to use official channels for communication i.e. email

What can be done to improve this week –

Use emails more often

Overall Aim of the Week’s Sprint –

Make the level look good

Tasks for the Current Week:

Max – Replace all the roof tiles in the map (1d 4h), Model the tree (5h)

Rebecca – Eagle code (1d 4h), Fix network bugs (3h)

Joe – Implement the movement code (7h)

Elliot – Light the level (6h), Add terrain to the level (1h), Create an eagle screech sound (1h)

Zach – Make the character model game ready (2h)

Meetings Planned:

24/01/2018