Group 5 Meeting Minutes

Date of Meeting – 14/02/2018

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work Submitted:

* Get the waves working (Elliot, 2h 20m, completed)
* Redo the hanging baskets (Elliot, 6h, completed)
* Import posters into project (Elliot, 5m, completed)
* Fix/Create models (Zach, 3h, not complete)

Work Still to do:

* Put a proper mesh onto the character (Max, no work logged)
* Rig the low poly character model (Max, no work logged)

What went well –

Made a lot of progress with the aesthetic design of the level.

What went badly –

Lots of tasks were incomplete, some with no work logged.

What can be done to improve this week –

Get tasks done on time.

Overall Aim of the Week’s Sprint –

Continue with development in all areas. Get some usability testing for iteration.

Tasks for the Current Week:

Max – Put a proper mesh onto the character (4h), rig the low poly character model (1h)

Rebecca – In game UI menu (6h)

Joe – Get some usability testing (6h)

Elliot – Create skybox (3h), get some usability testing (3h)

Zach – Put posters in the scene (6h)

Meetings Planned:

21/02/2018