Group 5 Meeting Minutes

Date of Meeting – 13/03/2018

Time of Meeting – 20:00

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

Postmortem of previous week’s work:

Work Submitted:

* Create the presentation (Elliot, 2h, completed)
* Texture the terrain (Elliot, 2h 30m, completed)
* Redesign the UI – Research (Zach, 2h, completed)
* Redesign the UI – Production (Zach, 2h, completed)
* Finish the tutorial (Rebecca, 2h, completed)

Work still to do:

* Put a proper mesh on the character (Max, no work submitted)
* Rig the low poly character model (Max, no work submitted)
* Implement the new UI (Rebecca, no work submitted, dependant on there being a UI to implement, task not possible)
* Refine the movement (Joe, no work submitted)

What went well –

We have pretty much completed all the aesthetic polish tasks that we wanted for this project.

What went badly –

Lots of work not submitted.

What can be done to improve this week –

Some members need to be more productive.

Overall Aim of the Week’s Sprint –

To react to our usability testing

Tasks for the Current Week:

Max – Embellish the in game UI (1d 1h)

Rebecca – Implement new UI (3h), Finish the tutorial (3h)

Joe – Get some metrics from our target demo (2h), create the questionnaire used to obtain feedback (2h)

Elliot – Curate the minutes and other project management (6h)

Zach – Put posters in the scene (6h)

Meetings Planned:

23/03/2018