Group 5 Meeting Minutes

Date of Meeting – 21/03/2018

Time of Meeting – 09:00

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

Postmortem of previous week’s work:

Work submitted:

* Finish the tutorial (Rebecca, 2h, completed)
* Embellish the UI (Max, 3h, not complete)
* Get some metrics from our target demo (Joe, 2h, completed)
* Curate the minutes and other project management (Elliot, 7h 30m, not complete)

What went well –

N/A

What went badly –

Lots of work not getting complete, lack of communication from most team members.

What can be done to improve this week –

Team needs to get all areas of project management and tasks back on track. That said, consideration has to be made for impending deadlines of other modules.

Overall Aim of the Week’s Sprint –

Complete the tasks left unfinished from last week.

Tasks for the Current Week:

Max – Embellish the in game UI (6h)

Rebecca – General bug fixing (6h)

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

Elliot – Curate the minutes and other project management (3h), put posters in the scene (3h)

Zach – Place posters in the scene (6h), attempt to remodel the plinth (3h)

Meetings Planned:

28/03/2018