Group 5 Meeting Minutes

Date of Meeting – 11/04/2018

Time of Meeting – 14:00

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

Postmortem of previous week’s work:

Work Submitted:

* Attempt to remodel the plinth (Zach, 2h, Complete)
* Finish the scene posters (Elliot, 2h 15m, Complete)
* General bug fixing (Rebecca, 2h, Complete)
* Chase up Will about the model (Rebecca, time not logged, Complete)
* Write up the feedback you got (Joe, 2h, Complete)
* Update the HUD (Rebecca, 2h, Complete)

Work not complete:

* Embellish the in game UI (Max, no work logged)
* General bug fixing (Joe, no work logged)

What went well –

We have what we need to finally put animations into the game. We also have finished all of the cosmetic updates we want to do.

What went badly –

Some work was not submitted, and some team members were uncommunicable during the sprint.

What can be done to improve this week –

Members of the team need to at least reply to group directives so that the rest of the team are aware of what’s happening at any one time.

Overall Aim of the Week’s Sprint –

We aim to get the animations in place, which will be the largest layer of polish for the project, and the feature that has been a constant problem since day 1.

Tasks for the Current Week:  
Task estimated length to be included in brackets after the task e.g. (8h)

Max – Rig the model (3h), animate the model (3h), Look for missing map textures (3h), model the tea mug statue (1h), model the nut statue (1h), model the tail for the squirrel (45m), adjust the squirrel backpack colour (5m), make logo texture for mug (30m)

Rebecca – Fix Network bugs (3h), Refine the player movement code (6h), Implement the new UI (3h), Finish the tutorial (3h), Implement newly rigged model (Dependant on Max’s task, 3h), Hint text (4h)

Joe – Get metrics from target demo (2h)

Elliot – Get usability testing (5h), Implement a fur shader (2h), Retexture the terrain (1h)

Zach – Get usability testing (5h)

Meetings Planned:

25/04/2018 (this is a 2 week sprint)