Group 5 Meeting Minutes

Date of Meeting – 25/04/2018

Time of Meeting – 10:00

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

Postmortem of previous week’s work:

Work submitted:

* Fix network bugs (Rebecca, 6h, completed)
* Refine the player movement code (Rebecca, 7h, completed)
* Implement the new UI (Rebecca, 4h, completed)
* Finish the tutorial (Rebecca, 3h, completed)
* Rig the model (Max, 10m, completed)
* Animate the model (Max, 1h, completed)
* Implement the newly rigged model (Rebecca, 8h, completed)
* Look for missing map textures (Max, 4h 30m, completed)
* Get usability feedback (Elliot, 5h, completed)
* Implement a fur shader (Elliot, 50m, completed)
* Rework the movement mechanics (Rebecca, 6h, completed)
* Hint text (Rebecca, 3h, completed)
* Model the tea mug (Max, 1h, completed)
* Retexture the terrain (Elliot, 1h, completed)
* Model the nut statue (Max, 1h, completed)
* Model a tail for the squirrel (Max, 45m, completed)
* Adjust squirrel backpack colour (Max, 5m, completed)
* Make logo texture for mug (Max, 30m, completed)

What went well –

Very large amount of work got completed, communication was good also.

What went badly –

N/A – Group worked well all sprint

What can be done to improve this week –

N/A

Overall Aim of the Week’s Sprint –

Final prep for Gold Pitch

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

Max – Get multiplayer feedback (1h)

Rebecca – In game UI menu (6h)

Joe – Get some metrics from target demo (2h)

Elliot – Curate project management (4h), Curate questionnaire results (1h), Finish the powerpoint (2h)

Zach – Get usability feedback (5h)

Meetings Planned:

02/05/2018