**TEAM:** Group 2

**DATE OF MEETING:** 7th feb 2018

**TIME OF MEETING:** 15:30 – 16:20

**ATTENDEES:** Kyle Bodin, James Macleanan, Willoughby axtell, Daniel beales

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

**What went well:-**

The quality and amount of concepts and work submitted, The amount that the essays contained were fantastic. Work was created in a timely manner, with work being logged with jira on a regular basis and full communication between team members. I have been thoroughly impressed with the level and quality of work being produced.

**What went badly:-**

There was a few communication and jira issues at the start, but hopefully that has been sorted now. While I also made a some bad managerial decisions with our meetings and double booked the lessons, tried to re arrange and double booked again.

**What can be done to improve the current week:-**

Make sure I have both years’ time tables and available times to find the best solution to weekly team meetings so I can be more organized. In the future make sure everyone is online and has active working accounts before they leave for the first sprint.

**Overall Aim of the weeks sprint:-**

To get a working and play tested prototype running. Get concepts for a user interface and then implement it within the same sprint.

Get the communication levels up. Make sure everyone is definitely comfortable with jira and github and make sure more commits and work is being logged correctly.

Get more comfortable with our concept and ideas for the game, while making sure the scope stays at a reasonable and workable level.

**Tasks for the current week:-**

You need to make absolutely clear that participants understand the scope of the tasks they are being asked to complete and that they have estimated how long they will take to finish. No more than 6 hours p/w per person. **Remember tasks should be short, specific – not 6 hours! Broken down into logical segments and time limited**

James tasks / hours :-

Create main character “Bee” Keyframes / 2Hours

Learn from kyle about animations / 1hour

Nectar(Bonus pickup Animation and asset creation / 2Hours

Willoughby tasks / hours :-

Create multiple concepts for the UI / 1 Hour

Create the UI when the concepts have been decided on / 3Hours

Create typography concepts and implementation / 2Hours

Kyle tasks / hours :-

Create the launch pad animation assets / 3Hours

Hold a teaching session for jamies to learn animations / 1hour

Create some background testing, ie checking aspect ratios between devices / 1hour

Daniel tasks / hours :-

Create a prototype in unity(will be more specific on jira) / 5hours

Finish management / 1 hour

(These tasks to be uploaded and tracked on JIRA)

Timeslot agreed for you studio lab work. Minimum 3 hours in labs together as a team.

Any other business.