**TEAM:** 10

**DATE OF MEETING:** 05/03/18

**TIME OF MEETING:** 12:00am

**ATTENDEES:** Tom McLaren, Edward Phillips, Eduard Lablonschi, Jamie Owers

**Postmortem of previous weeks work: -**

**What went well:** The communication between all team members, via email. All team members communicated whether or not they would be able to make it to meetings during the poor weather condition. Between me and Eduard we now also have a working prototype to show during our second main pitch on 07/03/18, which is great.

**What went badly:** The bad weather did cause a team meeting to be missed, due to nearly all members of the team not being able to make it into University due to travel cancellations. Also Edward Phillips quality of work I feel is not good enough for the amount of time I have set him for the tasks. As a result I have sent an email to Rob regarding what to do about this and waiting on a response. So currently I have left the tasks in progress on Jira, as I don`t feel the work is good enough.

**What can be done to improve the current week:** All team members fully commit to practicing presentation slides, so that they are confident during the pitch on 07/03/18.

**Overall Aim of the weeks sprint:** To insure the presentation for the pitch is of high quality and adheres to Guy Kawasaki`s presentation principles. Also every team member is confident with what they are saying in the pitch and therefore can present confidently without the need for notes or being nervous.

**Tasks for the current week: -**

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| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Make sure cannon firing issue is fixed with camera switching working  Create presentation & managerial tasks | Insure that the canon shooting function is working, with the cameras also switching to the next player after each shot.  Create a well-polished presentation according to Guy Kawasaki`s techniques. | 4h  2h |
| Edward Phillips | Create polished art for Ui design  Create sketches for Ui layout, as well as buttons, health bar, timer and main menu etc. that will be in the game | Create Photoshop or illustrator final designs for Ui layout, as well as buttons, health bar, timer and main menu etc. that will be in the game  Create concept art for Ui design | 4h  2h |
| Eduard Lablonschi | Create health bars for players and collision boxes for damage  Fix cannon class issue | Give each character their own health bar, which will be affected (decreased when collision is detected).  The cannon needs to be either a pawn class or a character class, because these two can be 'possessed' (meaning that the player ceases to control one character and controls another from the same class). | 4h  2h |
| Jamie Owers | Created polished art for character faces for health bars  Create concept art for character faces for health bars | Remember the sketch I did for our presentation. At the bottom left and right there are boxes which will display the image of a character and the health of a character. I would like you to create the face images of the characters which will be in these boxes.  Remember the sketch I did for our presentation. At the bottom left and right there are boxes which will display the image of a character and the health of a character. I would like you to create the face images of the characters which will be in these boxes. | 2h  4h |

**Timeslot agreed for lab work:**

* 09:00am 07/03/18