**TEAM:** 10

**DATE OF MEETING:** 07/02/18

**TIME OF MEETING:** 9:00am

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

**Postmortem of previous weeks work: -**

**What went well:** The communication between all team members, both via email and during physical meetings. This leaded to all group members turning up on time, to every scheduled meeting that we had. Also, all group members seem to have passion towards the game idea and theme, as a result nearly all group members logged time was very close to the estimated time I set for the tasks.

**What went badly:** Edward Phillips had 3 tasks set. But, two out of the three tasks had 2hours set for the estimate and Edward only logged 1hour for each task. I would not have minded if the work produced was of high quality and he had just completed the task very quickly and efficiently. However, this was not the case.

**What can be done to improve the current week:** For all group members to produce high quality work, which meet the task that I have assigned for them.

**Overall Aim of the weeks sprint:** To insure we have a variety of concept art for both character design and for the gameplay background. This is because by creating multiple versions of concept art, the final chosen version will be of higher quality. Also, we aim to have 2d prototypes of both our two-main mechanics, which is the projectile trajectory aiming system and the projectile power bar. This is to validate we can fully code our planned mechanics, within the allotted timeframe for our game.

**Tasks for the current week: -**

|  |  |  |  |
| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Research both the power bar and aiming mechanic  Create a 2D demo for the games main mechanics | Research into what major blueprints we will need and how long it would take to program the main mechanics of our game.  Create mechanics demo for both the power bar and aiming system.  Talk about how our gameplay would play out. | 2h  4h |
| Edward Phillips | Create concept art for character  Create concept art for background  Create concept art for the projectile aiming system. | Using the selected theme, complete concept art sketches or digital drawings of Characters.  Using the selected theme, complete concept art sketches or digital drawings for the background of the game.  Using the selected theme,  complete concept art sketches or digital drawings for the projectile aiming system. | 2h 30m  2h 30  1h |
| Eduard Lablonschi | Research both the power bar and aiming mechanic  Create a 2D demo for the games main mechanics | Research into what major blueprints we will need and how long it would take to program the main mechanics of our game.  Create mechanics demo for both the power bar and aiming system. | 2h  4h |
| Jamie Owers | Create concept art for character  Create concept art for background  Create concept art for the power bar | Using the selected theme, complete concept art sketches or digital drawings of Characters.  Using the selected theme, complete concept art sketches or digital drawings for the background of the game.  Using the selected theme, complete concept art sketches or digital drawings for our power bar. | 2h 30m  2h 30m  1h |

**Timeslot agreed for lab work:**

* 12:00am 09/02/18 (Tom McLaren & Eduard Iablonschi attending, to compare and discuss research gathered regarding coding our two main game mechanics)
* 12:00am 12/02/18 (All members attending)