**TEAM:** 10

**DATE OF MEETING:** 07/03/18

**TIME OF MEETING:** 09:00am

**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 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 to 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 about what to do about this and waiting for 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:** For any work that was not fully completed last week, due to the back weather conditions to be finished.

**Overall Aim of the weeks sprint:** To create all the menus for our game and fix any camera issues which our current game has. Also to further playtest our game, then compile the feedback given and alter the game accordingly.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Fix camera issues with prototype  Playtest the game | Have the camera pan out before the player takes their turn. And compile errors with the camera.  Gather and compile feedback from people who playtest the game. | 3h  3h |
| Edward Phillips | Create polished art for menu screens  Create concept art for menu screens | Create polished art for start screen, how to play screen, pause screen, and end screen  Create concept art for start screen, how to play screen, pause screen, and end screen | 4h  2h |
| Eduard Lablonschi | Create how to play screen and end screen  Create start menu | Program a how to play screen and end screen with interactive buttons.  Program a working start screen with interactive buttons. | 4h  2h |
| Jamie Owers | Create polished art for menu screens  Create concept art for menu screens | Create polished art for start screen, how to play screen, pause screen, and end screen  Create concept art for start screen, how to play screen, pause screen, and end screen | 4h  2h |

**Timeslot agreed for lab work:**

* 09:00am 07/03/18