**TEAM:** 10

**DATE OF MEETING:** 11/04/18

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

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

**Postmortem of previous weeks work: -**

**What went well:** Due to the fact it was the Easter holiday I wasnt expecting every task set to be completly finished. However any that were completed are just an additional bonus. Both me and Jamie, managed to get our tasks done meaning we are definitely on track for the next pitch.

**What went badly:** Both Edward and Eduards tasks set over Easter were not fully completed.

**What can be done to improve the current week:** Increase in emails from all team members, in order to have better communication, which will overall benefit the end results fo this weeks tasks set.

**Overall Aim of the weeks sprint:** To insure that animations for characters and background art assets are actually implemented into the game. Making sure no additional errors are created. Also have the relvant research and code for us to be able to create a waypoint maker for the opponent within or game.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Set up animations within the game | Using animations created by other team members, import and make sure they run efficiently in Unreal Engine. Insuring there are no errors. | 6h |
| Edward Phillips | Create concept art for background animations  Create polished art assets for background animations | Research then produce concept sketches for animated background assets, for example the sea and trees.  Create polished animations for background art assets, for example the sea and trees. Using Adobe Photoshop, adhering to exporting practices learnt in Design Methods. | 2h  4h |
| Eduard Lablonschi | Research how to create a waypoint marker  Create a way point marker prototype | For the enemy ship, we want there to be a way point marker always on screen showing how far in distance the enemy ship is away. Please research using Unreal Engine forums and YouTube tutorials how this would be accomplished.  For the enemy ship, we want there to be a way point marker always on screen showing how far in distance the enemy ship is away. Please using the research gathered from Unreal Engine forums and YouTube tutorials. Create a prototype of this feature in a new Unreal Project which then can be implemented into the game later. | 3h  3h |
| Jamie Owers | Create concept art for female characters  Create polished art for female characters | Using Photoshop or Illustrator create female character concept sketches and designs.  Create polished art for female characters using Photoshop or illustrator. | 2h  4h |

**Timeslot agreed for lab work:**

* 12:00am 17/04/18