**TEAM:** 10

**DATE OF MEETING:** 14/02/18

**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, me and Eduard had an extra meeting two discuss progress on our tasks and helped each other with code. As a result we both managed to successfully complete our set tasks.

**What went badly:** One of my tasks actually took a lot longer than I had estimated, as a result I ended up spending longer than my allotted 6hours this week working on the group project tasks.

**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 pirate ship design and more polished versions of the game background. This is in order for us to have a better visualization of what the end game art would look like . by creating multiple versions of concept art, the final chosen version will be of higher quality. Also, we aim to have a projectile firing which is related to the power bar that has now been created.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Implement firing projectile | Research and implement shooting projectiles within the game which link to power bar. | 6h |
| Edward Phillips | Create concept art for Pirate Ships  Create concept art for background | Create more refined drawings for Pirate ships that will be used in the game, using Photoshop and Illustrator.  Create more refined drawings of the games background, using Photoshop and Illustrator. | 3h  3h |
| Eduard Lablonschi | Camera set-up  Set-up multiplayer features | Research and implement camera settings for the projectile and general game-play.  Research and implement multiplayer features within the game. | 3h  3h |
| Jamie Owers | Create concept art for Pirate Ships  Create concept art for background | Create more refined drawings for Pirate ships that will be used in the game, using Photoshop and Illustrator.  Create more refined drawings of the games background, using Photoshop and Illustrator. | 3h  3h |

**Timeslot agreed for lab work:**

* 09:00am 21/02/18