**TEAM:** 10

**DATE OF MEETING:** 14/03/18

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

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

**Postmortem of previous weeks work: -**

**What went well:** The team managed to get major sections of the completed on time, for example we now have working game menu`s as well as artwork for those menus. This then puts us in a good position to be able to have a well polished end game during the final weeks of the Group Project module.

**What went badly:** Also Edward Phillips quality of work I feel is not good enough for the amount of time I have set him for the tasks again this week. As a result I  brough over his earlier tasks to this weeks sprint so they can be redone at a higher quality.

**What can be done to improve the current week:** More frequency of email sent between all members of the group, to insure good levels of communication.

**Overall Aim of the weeks sprint:** To insure that the project has a menu system implemented. Also the game is ready to show off during our presentation next week and the presentation is well designed according the Guy Kawasaki principles.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Create Powerpoint and record new project  Implement Menu`s and test them | Complete managerial tasks for next weeks presentation e.g. recording the new project and creating the new and updated PowerPoint.  Using the Menu`s Eduard programmed, implement them into the game project and play test making sure they work. | 3h  3h |
| Edward Phillips | Create concept art for menu screens  Create polished art for menu screens | Create concept art for start screen, how to play screen, pause screen, and end screen  Create polished art for start screen, how to play screen, pause screen, and end screen | 2h  4h |
| Eduard Lablonschi | Research royalty free sounds  Create or source royalty free sounds | Research suitable royalty free music which we be required in the game. For example projectile collision sounds, background sounds and players taking damage ect.  Source suitable royalty free music or create your own which we be required in the game. For example projectile collision sounds, background sounds and players taking damage ect. | 3h  3h |
| Jamie Owers | Create animations for background  Create animations for characters | Using Adobe Photoshop create polished and suitable animations for the game background.  Using Adobe Photoshop create polished and suitable animations for player characters within the game. | 3h  3h |

**Timeslot agreed for lab work:**

* 09:00am 21/03/18