**TEAM:** 10

**DATE OF MEETING:** 21/02/18

**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, the art work produced for our game is a very high level. As a result it will make the game more aesthetically pleasing but also make it easier for putting sprites into the game.

**What went badly:** One of my tasks did not go to plan, as a result I am having to try to fix it this current week in another task.

**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 ensure we have a variety of polished art for our game Ui elements. Also, we aim to merge both the projectile and power bar prototypes with the camera settings created into one unreal engine project. So that next week we can start importing finished art assets into the game.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Fix Cannon firing issue  Merge prototypes with cameras | The cannon does not correctly fire correctly, have it fixed ready for a meeting with Eduard Iablonschi on 26/02/18  During the meet up with Eduard on 26/02/18, import the camera settings from Eduards prototypes with my version of the project. Making one main game project file. | 4h  2h |
| Edward Phillips | Create concept art for Ui design  Create polished art for Ui design | Create sketches for Ui layout, as well as buttons, health bar, timer and main menu etc that will be in the game  Create Photoshop or illustrator final designs for Ui layout, as well as buttons, health bar, timer and main menu etc that will be in the game | 2h  4h |
| 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 Ui design  Create polished art for Ui design | Create sketches for Ui layout, as well as buttons, health bar, timer and main menu etc that will be in the game  Create Photoshop or illustrator final designs for Ui layout, as well as buttons, health bar, timer and main menu etc that will be in the game | 2h  4h |

**Timeslot agreed for lab work:**

* 16:00pm 26/02/18 (Tom & Eduard meeting up to merge prototypes into one main project file)
* 10:00am 28/02/18 (Main meeting for everyone to attend)