**TEAM:** 10

**DATE OF MEETING:** 25/04/18

**TIME OF MEETING:** 12:00am

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

**Postmortem of previous weeks work: -**

**What went well:** Even though I was absent for our previous main pitch due to illness. The team still managed to present without me, the group leader.

**What went badly:** Due to the fact I was very ill, consequently I was not able to set tasks or write minutes for last week. This has then caused our team to be one week behind. However as I set tasks during Easter which were completed by the team, we are still on track for the final presentation.

**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 of this week’s tasks set.

**Overall Aim of the weeks sprint:** To insure that animations for our pirate ships rocking have been created and then implemented into the game. This is to ensure our game has a rising difficulty curve. As a result reducing the repetitiveness of our game which was made clear from previous playtesting. Also to have our final presentation created and rehearsed multiple times, to insure our final pitch is presented confidently and professionally.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Create presentation  Create polished art for ship animation | Insure all videos are working and the presentation adheres to the Guy Kawasaki principles.  Using digital software such as Photoshop or Illustrator create polished art work for both pirate ships which need to be animated. (rocking side to side) | 2h  4h |
| Edward Phillips | Create concept art for ship animation  Create polished art for ship animation | Using either digital software or hand drawings create concept sketches for both pirate ships which need to be animated. (rocking side to side)  Using digital software such as Photoshop or Illustrator create polished art work for both pirate ships which need to be animated. (rocking side to side) | 2h  4h |
| Eduard Lablonschi | Fix way-point marker issue | Insure the way-point marker bug is fixed, so that the way-point marker is visible off screen. | 6h |
| Jamie Owers | Create concept art for ship animation  Create polished art for ship animation | Using either digital software or hand drawings create concept sketches for both pirate ships which need to be animated. (rocking side to side)  Using digital software such as Photoshop or Illustrator create polished art work for both pirate ships which need to be animated. (rocking side to side) | 2h  4h |

**Timeslot agreed for lab work:**

* 09:00am 02/05/18