**TEAM:** 10

**DATE OF MEETING:** 31/01/18

**TIME OF MEETING:** 11:30am

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

**Postmortem of previous weeks work: -**

**What went well:** N/A

**What went badly:** N/A

**What can be done to improve the current week:** N/A

**Overall Aim of the weeks sprint:** To insure every member of the team produces their specified slides for the presentation and that all members of the team have undergone practice and rehearsal of the presentation before the 07/02/18. To warrant a confident, concise presentation next week relevant to our given brief.

**Tasks for the current week: -**

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| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Slide on Core Game Loop  Slide on Game Flow  Edit & practice presentation | Talk about how the game mechanics have created our loop.  Talk about how our gameplay would play out.  Takes place during our 2hour meeting at 12am 05/02/18. | 2h  2h  2h |
| Edward Phillips | Slide on Art  Slide on Theme  Edit & practice presentation | Talk about inspirations for the chosen art style e.g. other games. Also, what colour palette we are choosing for the game. Include mood boards.  Talk about how our target audience, linked in with the choice of the theme.  Takes place during our 2hour meeting at 12am 05/02/18. | 2h  2h  2h |
| Eduard Lablonschi | Slide on Mechanics  Slide on Code Research  Edit & practice presentation | Talk about inspirations for the game mechanics and how they meet the given brief.  Talk about other games which Implement the same mechanics and how they work. Also, research into how to create our chosen mechanics in unreal and the time it would take to do so (e.g. how many weeks to create power bar and aiming trajectory).  Takes place during our 2hour meeting at 12am 05/02/18. | 2h  2h  2h |
| Jamie Owers | Slide on Target Audience  Slide on Learn Practice Master Loop  Edit & practice presentation | Talk about demographics & psychographics  Talk about how our game will meet our target audience by implementing a learn practice master loop. So, the game is easy to learn, but hard to master.  Takes place during our 2hour meeting at 12am 05/02/18. | 2h  2h  2h |

**Timeslot agreed for lab work:** 12:00am 05/02/18