**TEAM**

Group 11

**DATE OF MEETING**

28/04/2018

**TIME OF MEETING**

14:20 – 15:30

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

Joseph Shuttlewood

**APOLOGIES FROM**

* John Rance

**Postmortem of previous weeks work:-**

**What went well:-**

New levels have been implemented and playtested. We have gotten a lot of good feedback we can use in our gold presentation. The game is complete.   
  
John came back and completed 2 out of 3 components of his 1 task.

**What went badly:-**

**What can be done to improve the current week:-**

We can get ready for the gold presentation.

**Overall Aim of the weeks sprint:-**

Cleaning up our github and unreal project. Finishing touches on the game

**Tasks for the current week:-**

**Razvan Muresan tasks / hours : 6hr**

Gold powerpoint presentation – 4h

Group mangement / github cleanup – 2h

**Tyler Martignetti tasks / hours :- 6h**

Rearrange level order based on difficulty feedback – 2h

Work on the powerpoint presentation – 4h

**Joseph Shuttlewood tasks / hours :- 6hr**

Clean up Unreal Project – 2h

Jam session powerpoint presentation work – 4h

**John Rance tasks / hours :- 0hr**

Jam session: No jam session. This is the last week