**TEAM**

Group 11

**DATE OF MEETING**

12/02/2018

**TIME OF MEETING**

17:00

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

Communication.   
Work was done on time.

**What went badly:-**

Presentation too short.   
Game failed to meet the brief.

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

Change the game to meet the brief.

Communicate and respond to email quicker.

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

Create new game prototype so we can present it to Chris for feedback on the coding.

**Tasks for the current week:-**

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

Group Management – 2h

Come up with adversarial element that is more than score – 1h

Come up with ways to positively reinforce the player while playing – 1h

Research implementing particle effects – 2h

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

Design 3 levels that increase in difficulty – 2h

Create placeholder assets – 1hr

Design main menu – 1hr

Implement the main menu – 2hr

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

Create the prototype with a shooting mechanic and cannon movement – 3hr

Research making the UI and resolution modular – 1hr

Implement the new modular ratio system – 2hr

**John Rance tasks / hours :- 6hr**

Create a design document – 2h30m

Find the target demographic – 1h

Design in game UI – 1h

Research different block interactions – 1h30m

**12/02/2018 16:00 – 19:00 working in the labs together**