**TEAM**

Group 11

**DATE OF MEETING**

14/02/2018

**TIME OF MEETING**

13:00

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

No coding problems after Chris’s feedback.

The time spent in the labs was very productive and we finished a lot of work very quickly.

Everyone finished their work on time.

**What went badly:-**

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

Get more work done.

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

Create our first playable level and finish the menus.

**Tasks for the current week:-**

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

Group Management – 2h

Design in game UI – 1h

Find a way to overcome first turn advantage – 1h

Create a level based on John’s block interactions – 2h

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

Finish scrolling menu – 1h

Create level select screen – 1hr

Design level select, options and how to screen – 1hr

Implement level select, options and how to screens – 2h

Fix the bug with the HUD changing the current player – 1h

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

Create a grid for th level design and scale everything appropriately – 1hr

Fix the turret animation – 1hr

Implement the level designed by John – 2hr

Create play time HUD – 2hr

**John Rance tasks / hours :- 4h30m**

Research different block interactions – BLOCKER – 1h30m

Design 3 levels for Joe to implement – BLOCKER – 3h

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