**TEAM**

Group 11

**DATE OF MEETING**

21/02/2018

**TIME OF MEETING**

11:57 – 12:30

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

Feedback on the design from Dave was ok.

Communication was good.

**What went badly:-**

7 tasks uncompleted due to personal problems and 2 blocker tasks that weren’t done on time preventing other team members from finishing the rest of their work.

**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:-**

Finish menu and create a playable level

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

Group Management – 2h

Implement particle effects for collisions – 4hr

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

Finish level select and how to menu design – 3hr

Create neon blocks to use in the game – 3hr

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

Implement targets – 2hr

Implement block concept interactions – 4hr

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

Comprehensive design of one level – 2hr

Implement timer in the Unreal Project for player turns – 2hr

**26/02/2018 16:00 – 19:00 working in the labs together**