**TEAM**

Group 11

**DATE OF MEETING**

02/03/2018

**TIME OF MEETING**

4:15-4:50

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

Significant progress was made. Targets, block interactions have been implemented. First level has been designed and playtested for the presentation. Basic art has been finished.

**What went badly:-**

Gravely underestimated the time required for implementing particle effects and due to an illness and classes being closed down due to weather it was never completed.

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

Fix the bugs present in the game. Polish some art for the presentation, try and have a barebones particle system in place.

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

Polish the art and animations, finish the 3 levels for the presentation, fix the timer, work on the particle effect system.

**Tasks for the current week:-**

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

Rebuild missing code – 1h 30m

Fix Ray trace with new turret animation – 2h

Implement particle effects for collisions – 3h 30m

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

Moving targets that loop between 2 points – 2h

Create a level – 2h 30m

Implement scoring mechanic – 1h 30m

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

Implement new turret – 2hr

Fix turret animation – 1h 30m

Create a level – 2h 30m

Fix countdown timer – 2h

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

Assemble a list of sounds we need – 2hr

Design 2 levels – 2hr

Collect sounds that fit the theme – 2h

**Meeting cancelled due to weather.**