**TEAM**

Group 11

**DATE OF MEETING**

08/03/2018

**TIME OF MEETING**

18:00-18:55

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

Presentation went well. Most of the work was completed on time. One task wasn’t but instead of it we fixed a lot of bugs.

**What went badly:-**

Technical problems with Discord and communication, John was not able to speak. A task wasn’t completed

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

Playtest more to create more balanced levels.

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

Design and implement more levels. Fix graphical bugs. Add more eye candy, polish the UI.

**Tasks for the current week:-**

Design more levels and export to Android for playtesting.

**Razvan Muresan tasks / hours : 5hr**

Polish target particles – 2h

Export the game to android using the Android SDK – 2h

Group Management – 1h

**Tyler Martignetti tasks / hours :- 6h 20m**

Fix point bug in Level 2 - 1h

Add a next game button to the end game – 20m

Add trail to the ball – 1h

Make the block interactions consistent – 1h

Playtest the levels – 2h

UI Polish – 1h

**Joseph Shuttlewood tasks / hours :- 5hr**

Implement the levels designed by John – 3h

Polish the levels and playtest them – 2h

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

Design 4 levels – 2h

Collect sounds to use in the game – 2h

Jam session: 16:00 – 19:00 on Monday 12/03/2018