**TEAM**

Group 11

**DATE OF MEETING**

14/03/2018

**TIME OF MEETING**

12:10-13:20

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

John Rance

Joseph Shuttlewood

**APOLOGIES FROM**



**Postmortem of previous weeks work:-**

**What went well:-**

4 new levels added, fixed two major bugs, playtested and received feedback and changes will be made over the coming weeks to respond to the feedback, major level and UI reword for a more polished experience, huge graphical improvements to give the player more feedback on how they’re performing.

**What went badly:-**

During our tutorial session with Dave we were told our neon theme is uninspired and that we’re failing on the design aspect of the game, we were given a couple of suggestions on how to fix that all of which would have put us way behind schedule, being given this information 4 weeks before the dead line. This feedback would have been better suited on the 21st of February when we first presented our neon theme in a tutorial session. Because our team has no artists I made the decision that it would be best for us to make due with what we already know rather than spend hours working on a specific theme which would have made our game look rough around the edges and lacking in polish.

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

We will continue to polish the game and further iterate on feedback we receive.

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

Add tutorial levels to the game and 6 more challenging levels, fully implement sound and music, get the fully running on a mobile platform

**Tasks for the current week:-**

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

Add particle effects when score increases - 2h

Fix the Android APK export with all the new implemented features – 3h

Group Management – 1h

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

Create sound effects that fit the current theme – 2h 30m

Design the pause menu – 1h

Create 3 levels – 2h30m

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

Implement pause button over the score – 1h 30m

Refine existing levels based on feedback – 1h

Create 3 levels – 2h30m

Playtest and further iterate on feedback received – 1h

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

Design Tutorial Level 1 – 30m

Design Tutorial Level 2 – 30m

Design Tutorial Level 3 – 30m

Design level 5 – 30m

Implement vibrate and sound options on the settings screen – 2h

Research royalty free music that would fit our theme and implement it – 2h

Jam session: Cancelled due to unforeseen circumstances