**TEAM**

Group 11

**DATE OF MEETING**

18/04/2018

**TIME OF MEETING**

12:10-13:20

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

Joseph Shuttlewood

**APOLOGIES FROM**

* John Rance – No reason

**Postmortem of previous weeks work:-**

**What went well:-**

We have a working build that works on Android devices. We can better playtest our game. We have gotten loads of playtesting done. Our game is now in the beta stage.

**What went badly:-**

John has not completed ANY of his tasks and did not communicate through emails what he’s doing.

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

We need to playtest the game more. Now that we have a working mobile build we can better playtest the game. We need to create an easier way to introduce players into the game. We need cover art.

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

Make a couple of tutorial levels and introduce the players to mechanics gradually. Remove bugs with the android build. Prepare for presentaiton

**Tasks for the current week:-**

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

Remove Joystick – 2h

Fix bugs with the Android build – 4h

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

Add support for Android hardware buttons – 1h

Fix unreal export bugs that are created by the shaders – 2h

Fix background bug – 1h

Game cover art for android – 2h

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

Fix the ray tracing on the ball trail – 2h

Refine existing levels based on feedback – 1h

Playtesting on the android build –2h

Playtest and further iterate on feedback received – 1h

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

No tasks due to the fact that he has failed to respond to emails or Discord.

Jam session: 16th of April – 4PM – 7PM