**TEAM**

Group 11

**DATE OF MEETING**

25/04/2018

**TIME OF MEETING**

13:20 - 14:20

**ATTENDEES**

Razvan Muresan

Tyler Martignetti

Joseph Shuttlewood

**APOLOGIES FROM**

* John Rance – No reason

**Postmortem of previous weeks work:-**

**What went well:-**

Our android build is in pristine condition. We removed every bug that has presented itself during our building process. The game is now compatible with Android 4.1.1 and higher. We have further iterated on our mobile UX and usability. The issues that we had with the game not being playable on very old phones because of low fps has been fixed through countless hours of optimization.

**What went badly:-**

We went in for a jam session and spent to fix bugs with the android build and lost track of time. Spent 8 hours in the lab instead of the recommended 4. John has not shown up, he hasn’t responded to emails and he hasn’t messaged anybody on any other platform.

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

Playtest more. Fix bugs

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

Take into account the feedback received and fix the levels so we can get more emotions out of our gameplay.

**Tasks for the current week:-**

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

Playtest the new casual levels – 3h

Refine levels for a casual audience – 3h

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

Refine existing levels based on feedbac – 1h

Design DLC Menu – 1h

Different colors for Cannons – 1h

Implement DLC menu – 3h

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

6 different balls – 2h

6 different trails – 2h

**John Rance tasks / hours :- 3h**

Create 3 casual levels

Jam session: cancelled because of other assignments.