* 02 March 2018, 17:00-20:00
* Poor weather conditions meant that the normal weekly review session was cancelled and the group were unable to meet at university. We therefore conducted a meeting via voice chat on Discord.
* Amy Potter, Sean Turner, Alex Turnbull all present, work undertaken
* Alex Mednick, present for the meeting but no work undertaken

Meeting Overview

* Review of Rob’s feedback
* Sprint 5 Tasks

Post Mortem of Previous Week

During the previous sprint, some of the tasks were estimated incorrectly and this led to the sprint board being changed by another group member without them notifying me first. However, this was solved via email and should not happen again.

Looking at the previous sprint board and taking our management feedback on board, it appears that subtasks are not a suitable method of organising our sprints, since they cannot be organised into separate boards and must be kept with their parent issues. Although this method allows tasks to be organised efficiently, this means that parent issues are thrown back into the backlog and thus it seems as though the group has not met expected productivity as reflected in Rob’s feedback.

As well as this, we have been unable to log estimates on individual sub tasks until the sprint board is open - estimating times once the board is open adjusts the scope of the sprint and we are therefore left with no estimates on sub tasks.

To combat this, I have decided to create a spreadsheet as part of my task this week, that is comprised of a list of user stories, split into their smaller tasks. This spreadsheet will be located in Management section of Github and named 'Backlog and Proposed User Stories'. These tasks will be made into individual tasks which fill the JIRA backlog so that they are easier to manage/estimate, and each task will have the corresponding user story in its description.

Aim of the Weeks Sprint

* Playtest the game and collect feedback from users

Due to adverse weather conditions, the group could not meet in the labs and thus it was difficult to organise a meeting time suitable for everyone, hence the sprint was not updated until Friday when we were able to hold a meeting. Despite this, some members had discussed their tasks with me prior to the meeting and had begun working beforehand.

This meeting also acted as a 3 hour group game jam, I worked on updating our backlog based on our feedback from Rob while Sean finished working on the art work for the turtle, as well as updating the medium fish sprite. Alex T started working on his task of fixing the bugs that were present in the most recent build of the project.

Tasks for Current Sprint

**Sean**

* Create artwork for the turtle sprite – 3h
* Create updated artwork for medium fish sprite - 1h
* Create concept art for the power ups (catchable objects) – 2h

**Alex M**

* Implement menu into current game build - 3h
* Implement win screen into current game build - 3h

**Alex T**

* Implement function to fix jellyfish collision and scoring issues - 3h
* Fix the bugs involving collisions and inputs in regards to fish - 3h

**Amy**

* Gather playtesting feedback – 2h
* Write a risk assessment document and overhaul the JIRA backlog - 3h
* Update the presentation ready for the next pitch - 1h