* 7th February 2018, 9:00-12:30, 15:45-16:45
* Room A214
* All group members present

Meeting Overview

* Finalise presentation
* Check room and practice for pitch
* Go over presentation feedback
* Sprint 2 Tasks

Post Mortem of Previous Week

Overall, I feel that the first sprint was a success; all tasks were completely to a good standard, with everyone contributing to the presentation and as a result, the initial pitch went very well. While I do not think anything went badly in particular, I feel as though the group could have sent more emails – this is something I have discussed with Rob and will relay to the rest of the group members.

Aim of the Weeks Sprint

* Implement core mechanics into prototype
* Design some ‘power ups’ as guided by presentation feedback
* Begin focusing on design elements of the game

At 9:00, all group members met in the labs to begin finalising our slides for the presentation later in the day. After an hour, we went to library in order to rehearse for the presentation as a group and make sure that we knew what we were going to say so that there were no surprises. At half past twelve, we decided to head to our presentation room in order to double check that everything was working as it should – this proved to be valuable since the network connection was down and we needed to download our presentation beforehand.

Following the presentations, we went back to the labs as a group and spent an hour reviewing our feedback and agreeing on our individual tasks for the following week. Since we were unable to meet for a jam before next Wednesday, we spent an hour in the labs working on our tasks for the upcoming week.

Tasks for Current Sprint

**Sean**

* As a player I want to see a consistent art style and theme – 4h
* As a player I want to have a playable character – 2h

**Alex M**

* As a player I want the fish presented to me and opponent to be balanced and fair – 6h

**Alex T**

* As a player I want to be able to catch fish – 3h
* As a player I want to be able to use my rod – 3h

**Amy**

* As a player I want to have an elegant UI – 3h
  + Research and concepts
* As a player I want to have power ups that create dynamic game play – 3h