* 7 March 2018, 10:30-16:00
* Room A214
* Amy Potter, Sean Turner, Alex Turnbull and Alex Mednick (arrived 12:10, notified group members prior to meeting)
* All present, work undertaken

Meeting Overview

* Finalise presentation and rehearse
* Review presentation feedback
* Sprint 6 Tasks

Post Mortem of the Previous Week

The new method of assigning tasks using the backlog spreadsheet made it much easier to track and estimate work. As a result of this, the sprint report for Week 5 was more thorough and thus I will continue to use this method, logging basic tasks with their corresponding user story in the description.

Since collating data for the alpha pitch, it became apparent that there has been issues with a group member heavily under-logging their hours and not emailing the rest of the group enough. I have since had a discussion with Alex T regarding the problem, and provided guidance about when he should be emailing the group. I will continue to encourage communication between group members, prompting them when necessary via the email system. As well as this, to fix the problem of under logged hours, I have started running all tasks past all group members, allowing them to have input so that the estimates are more accurate.

Aim for the Weeks Sprint

* Ensure that all high priority tasks in the backlog are complete

At 10:30, all members met in the labs, aside from Alex M who had let the group know he was going to be running late. While waiting, we went through the presentation slides and finalised the content so that they were ready to be rehearsed once Alex had arrived. At half past twelve, we headed to our presentation room to ensure that our presentation worked as it should on the hardware available.

Following the alpha pitch, we went back to the labs and spent some time reviewing our feedback. Since the alpha build of our project was missing our proposed power ups, we decided that the main task for the week was ensuring that all of our high priority tasks were completed. As all of the design work for the power ups had previously been completed, we agreed that Alex M should implement the code for them, while Alex T worked to begin squashing the bugs that appeared in the most recent build. Due to a disagreement between playtesting feedback and group members personal opinions about the layout of the menu system, I had a meeting with Rob to decide an appropriate course of action – creating an alternate menu to represent the feedback and sending out both options for AB testing.

**NEXT MEETING SCHEDULED FOR 9 MARCH 2018, 13:00**

Tasks for Current Sprint

**Sean**

* Create the final artwork for power ups (catchable assets) and animate them – 5h
* Create artwork for the power up UI buttons that show their different states – 1h

**Alex M**

* Implement keyboard testing for menu in the current build – 1h
* Begin implementing the jelly increase power up – 2h
* Implement speed power up into the current build – 2h
  + BUG: When both players activate their speed power ups, they both end as the first times out.
* Fix UI scaling in the current build – 1h
  + BUG: Android test build has incorrectly scaled UI

**Alex T**

* Bug fixing
  + BUG: The first jellyfish to hit player 1’s line does not cause auto retraction -1h
  + BUG: Collision system allows a player to score twice – 2h
  + BUG: Android test build has issues with collision – 2h
  + BUG: Windows test build – Loads in portrait – 1h

**Amy**

* Create an alternate menu scene in Unity in preparation for AB testing – 1h 30m
* Present both menus for AB testing and collect feedback – 2h 30m
* Gather playtesting feedback for the current game build – 2h