* 9 March 2018, 13:30-16:30
* Room A214
* Amy Potter, Sean Turner, Alex Mednick and Alex Turnbull (arrived 13:40 and notified group members prior to meeting)
* All present, work undertaken

Meeting Overview

* Discussion of tasks
* Game Jam Session
* Feedback on work produced during jam

As with every group jam, I began by discussing individual’s tasks to ensure that everyone was on the right track and clarify anything if needed. Since I was not fully aware of all the coding tasks that were required to complete the proposed user stories, I sat with the programmers and we identified those that were missing from the current version of the backlog spreadsheet. During the jam itself, Sean was able to complete his task of creating different states for the UI buttons and thus spent the remaining time creating assets for the catchable power up items. Alex T fixed a bug that allowed players to double catch, working closely with Alex M and discussing potential fixes for the other bugs. This was high priority as it prevented us from playtesting the game properly. While other group members were getting on with their tasks, I began looking into creating the alternate menu scene in preparation for AB testing.

**NEXT MEETING SCHEDULED FOR 14 MARCH 2018, 10:00**

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