Easter Vac – Sprint 8, 21/03/18 – 28/03/18

Post Mortem, 28 March 2018

* Since the Easter vac began during this sprint, some team members have had other priorities and thus not as many tasks were completed as we had hoped. However, since the first half of the sprint was during term time, I wanted to know why some group members had not moved any tasks on JIRA. This topic was discussed in a Discord chat and the group members were prompted to send out a formal email regarding this.
* As well as this, some group members had problems completing their tasks, as reflected in the sprint’s email thread – in cases where tasks took longer than expected, any outstanding tasks were carried over to the next sprint.
* Some group members are becoming too heavily reliant on using Discord to communicate and discuss the work flow of the project, meaning that lecturers are not always aware of group discussions. For this reason, I am going to begin using Discord to back up statements made in the meeting minutes.

Easter Vac – Sprint 9, 28/03/18 – 11/04/18

* 11 April 2018, 10:00-12:30
* Room A110, A214
* Amy Potter, Sean Turner and Alex Turnbull, on time
* Alex Mednick, late (arrived 10:10)

Meeting Overview

* Project management review with Rob
* Discussion of tasks for Sprint 10

Post Mortem of the Previous Week

* While the overall productivity in Sprint 9 was relatively good, some group members did not log as much time as expected due to the Easter vac. The majority of tasks were completed, apart from where group members were having difficulty. In terms of playtesting, I conducted 30 minutes of bug testing with another player – in this time, some major bugs were recognised and thus I made the decision to not send the build out for further testing

Aim for the Weeks Sprint

* Fix the major game bugs and continue polishing based on playtesting feedback

At 10:00, we had a project management review session with Rob – this proved beneficial to us as a group as it allowed us to identify where our project currently is, and also decide what needs to be done in order to get it to a point that we would be happy with. Following the review, we discussed tasks for the week, attempting to prioritise particular bugs in preparation for playtesting the game.

In order to stay on track, certain group members have agreed to work together in the labs at various times throughout the sprint.

**-UPDATE; 12/04/2018-**

Following the meeting, Sean and Alex M expressed their concern about the game due to the critical bugs caused by power ups. As a result of their concern, a discussion about removing the feature was held – Amy disagreed and thought that the bugs should attempted to be fixed, rather than cutting a core gameplay feature so close to the end of the project, particularly because the decision was based on personal opinions rather than as a result of playtesting.

The group has agreed to attempt to get the critical bugs fixed before 16/04 so that they can be removed for further playtesting if need be.

**NEXT MEETING SCHEDULED FOR 13 APRIL 2018 (PAIR PROGRAMMING/TASKS)**

Tasks for the Current Sprint

**Sean**

* Create a background for the single layout menu screen – 2h
* Playtest – 2h
* Implement animation for player being zapped by a jellyfish – 1h 30m
* Contribute to the presentation – 30m

**Alex M**

* Create SFX for the game - 3h 30m
* Implement animations for the game in Unity – 2h 30m

**Alex T**

* Fix the bugs that occur when activating power ups – 2h 30m
* Finish implementing the power up fish for players to reel in – 1h 30m
* Fix any other bugs found during playtesting – 2h

**Amy**

* Implement the menu system into the current game build in Unity – 2h 30m
* Create a presentation for the Beta pitch – 1h 30m
* Implement updated art assets into current game build – 30m
* Pair programming with Alex T to fix bugs – 1h 30m