* 14 February 2018, 10:00-14:00
* Room A214
* All group members present

Meeting Overview

* Meeting with Chris for code review – 10:00-11:00
* Sprint 3 Tasks
* 3 hour jam session – 11:00-14:00

Post Mortem of Previous Week

Despite being unable to do a full three-hour jam in the labs, all group members completed their tasks on time and after prompting via email, all members remembered to log their work properly. As well as this, the team sent more emails as a whole, updating other members about when their tasks had been completed and uploaded to Github, as directed by Rob in the previous week.

Aim of the Weeks Sprint

* Continue implementing the core mechanics for the game and begin developing art assets

At 9:30, all group members met in Room A214 in preparation for the code review with Chris. Following the review meeting, we sat as a group and discussed the tasks for each member for the upcoming sprint. The programming tasks were decided upon relatively quickly but it was more difficult to delegate design tasks.

The group was enthusiastic about their tasks and thus we had our three hour jam session in the labs. Alex T and Alex M started working collaboratively on their task of ‘As a player I want to be able to catch fish’ while myself and Sean discussed the potential design tasks and tried to settle on which ones took priority over others. Having settled on this, we began working together on our tasks for the upcoming week, assisting each other when needed.

Tasks for Current Sprint

**Sean**

* As a player I want to have an elegant UI
  + Final Design – 2h
* As a designer, create the large fish sprite – 1h
* As a designer, create the medium fish sprite – 1h
* As a designer, create the small fish sprite – 1h
* As a designer, create the jellyfish sprite – 1h

**Alex M**

* As a player I want the fish presented to me and opponent to be balanced and fair – 3h
* As a player I want to be able to catch fish – 3h

**Alex T**

* As a player I want to be able to catch fish **–** 6h

**Amy**

* As a designer, research and come up with a main menu concept – 3h
* As a designer, research and come up with an end game summary concept – 3h