* 14 March 2018, 10:00-13:00
* Room A214
* Amy Potter, Sean Turner, Alex Mednick and Alex Turnbull
* All present, work undertaken

Meeting Overview

* Code review with Chris
* Sprint 7 Tasks
* Mini jam session

Post Mortem of the Previous Week

The team communicated better overall. Any problems that the team members were having were made clear via email so that there were no surprises when it came to closing the sprint. As well as this, it appears that the new method of running estimates and tasks past all members has resulted in increased productivity, with all members completing their tasks unless they had a given reason. I believe that the team will be on good track if this continues over the upcoming weeks.

In some cases, tasks took longer than expected. In particular, the alternate menu scene and A/B testing took much longer than I had anticipated and I had forgotten to log the actual number of hours that I had spent on the task. This led to less time for other tasks and thus I did not do as much playtesting as I had hoped.

Aim for the Weeks Sprint

* Ensure that all high priority tasks in the backlog are complete and make changes to the game based on playtesting feedback.

At 10:00, all group members met in the labs for Chris’ code review. Following the review, it was clear that there were some areas of improvement in the current code and both Alex’s agreed that some refactoring could be done to make it more tidy and optimised. Since two of the group members (Amy and Sean) would not be available for a group jam later in the sprint, we decided to stay in the labs and have a mini jam session. As a team, we discussed the potential for some game improvements and came up with a brief plan of action for the remaining weeks, looking at the outstanding tasks and dividing them up between ourselves. In order to make this clearer, I agreed to create a Gantt chart for the remaining weeks based upon the Backlog documentation on our Github.

Certain group members also agreed to work together in the labs at various times throughout the sprint to ensure that certain aspects were implemented into the game properly.

**NEXT MEETING SCHEDULED FOR 21 MARCH 2018, 10:00**

Tasks for Current Sprint

**Sean**

* Create an animation for the UI timer fish – 3h
* Create the assets for an instructions screen/pop-up – 2h
* Iterate the background art for the game – 1h

**Alex M**

* Implement remaining assets into the game scene and fix asset scaling – 3h
* Refactor the code that deals with object spawning – 2h
* Begin groundwork for audio design – 1h

**Alex T**

* Implement a touch boundary to prevent player from spamming during their opponent’s

turn – 1h

* Implement UI scores so that they appear as a tally rather than an integer – 5h

**Amy**

* Update the backlog and user stories to reflect the remaining work – 1h 30m
* Create a Gantt chart to show the work flow of the group for the remaining weeks – 1h 30m
* Implement a new menu system based on the previous weeks A/B feedback – 2h 30m
* Conduct personal bug testing on the most recent game build – 30m