* 18 April 2018, 9:00-13:30
* Room A214
* Amy Potter, Sean Turner, Alex Mednick and Alex Turnbull
* All present, work undertaken

Meeting Overview

* Finalise presentation and rehearse
* Presentation and feedback session
* Sprint 11 Tasks

Post Mortem of the Previous Week

Pair programming proved to be helpful for multiple group members in terms of motivation and understanding of tasks. For this reason, we will be making use of this method in place of group jams over the final weeks of the project. Furthermore, the playtesting feedback that we received enabled us to determine the work flow for the remaining weeks and also provided us with the core content for our presentation.

Aim for the Weeks Sprint

* Continue to polish the game based on tutor and playtesting feedback

At 9:00, all group members met in Room A214 to finalise the content of the presentation slides. We headed to the presentation room at half past nine to ensure that our presentation ran as it should. Unfortunately, the room was unavailable until the allotted time and this caused some problems during our presentation.

Following the beta pitch, we went back to the labs and spent some time reviewing our feedback. In terms of setting tasks for the week, it has been difficult to delegate since the majority of tasks in our backlog documentation are already complete – audio and animation are the exception of this, and have therefore been set this sprint. The remaining tasks for the sprint include further playtesting and polishing our game based on the feedback we received in the previous week.

**NEXT MEETING SCHEDULED FOR 20TH APRIL 2018, 10:00 – PAIR PROGRAMMING ETC.**

Tasks for Current Sprint

**Sean**

* Particle effects for fish catching – 4h
* Iterate instructions – 2h

**Alex M**

* Create SFX for the game – 2h
* Implement SFX for the game in Unity – 2h
* Implement OST for the game in Unity – 2h

**Alex T**

* Implement visual feedback for power ups – 4h
* Implement updated win summary screen – 2h

**Amy**

* Playtesting – 2h
* Iterate win screen – 2h
* Animate the timer fish – 2h