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

Meeting Overview

* Meeting with Dave for design review
* Meeting with Eddie for presentation review
* Sprint 4 Tasks

Post Mortem of Previous Week

Communication between group members is good overall.However, it is becoming apparent that Alex T is not sending enough emails across the week. Aside from this fact, all tasks were completed to a good standard, which put us in good stead for the design review session.

Aim of the Weeks Sprint

* Create a minimum viable product so that the game is ready for playtesting next sprint

Following our review meetings with Dave and Eddie, it became apparent that we needed to begin playtesting our game and collect feedback, in order to be able to make informed decisions about certain aspects of the game. Having decided this, we thought it would be best to set tasks that meant we would have a minimum viable product ready for the next sprint. As a group, we highlighted the core elements of the game that we thought should be implemented into our current prototype in order for it to be ready for playtesting.

As well as this, having collected feedback from our target audience about which player character was preferred, Sean was set the task of creating finalised artwork for both this and the background, while I worked to make my UI assets more consistent with the current art style. Once all group members were happy with their tasks, we set a date for our next group meeting, which would act as the 3 hour jam session for the week.

**NEXT MEETING SCHEDULED FOR 23 FEBRUARY 2018, 13:00**

Tasks for Current Sprint

**Sean**

* As a player I want to see a consistent art style and theme
  + Background art – 2h
* As a player I want a playable character
  + Finalised art – 4h

**Alex M**

* Begin building Alpha 1 – 6h

**Alex T**

* As a player I want to be able to playtest the game
  + Extend prototype to be feature complete – 4h
* As a player I want to avoid jellyfish – 2h

**Amy**

* As a player I want a menu system to navigate the game
  + Further develop concepts for menu assets – 3h
  + Further develop concepts for end game summary – 3h