* 21 March 2018, 9:00-14:00 (pair programming 12-15:30)
* Room A214
* Amy Potter, Sean Turner and Alex Mednick, on time
* Alex Turnbull, late (arrived at 9:45)
* All present, work undertaken

Meeting Overview

* Design review with Dave
* Sprint 8 Tasks
* Mini jam session

Post Mortem of the Previous Week

* The team communication continued to improve over the week. In some cases where group members were working later in the week, updates were often given via email. However, in other cases, some group members were Tuesday sprinting the majority of their tasks without providing a reason for this. By creating a Gantt chart, the group should be well aware of how they are supposed to be working on the project across the remaining weeks, with the majority of outstanding tasks scheduled week by week, leaving room for any that may be a result of feedback.

Aim for the Weeks Sprint

* Continue iterating the game based upon feedback received in the review sessions and by playtesters

At 9:00, most group members met in the labs in order to go over content for Dave’s design review. Following the review, it became clear that our game's visual hierarchy needed iterating in order to help the UI elements, such as the player score, stand out more. We discussed the tasks for the week, referring to the Gantt chart and made any adjustments required based on any feedback we had received during the previous sprint. Since some tasks had taken longer than expected, they have been carried over to the current sprint as reflected on JIRA and in the list of tasks.

Since the Easter vac begins on the 26th March, we decided to do a jam session in the labs. We started by discussing the potential for how our sprints will run and then went on to working on our tasks. In the jam session, I spent my time going over the managerial aspects of the project while Sean started working on the visual hierarchy of his assets based on the review feedback. Meanwhile, Alex T and Alex M worked together during a pair programming session to fix some of the highlighted game bugs.

Tasks for the Current Sprint

**Sean**

* Iterate game assets based on review feedback in relation to visual hierarchy – 2h
* Create an animation for the medium fish - 2h
* Create an animation for the big fish - 2h

**Alex M**

* Create SFX for the game - 3h
* Continue to refactor - 2h
* Finish implementing the power up fish for players to reel in - 1h

**Alex T**

* Implement animations for the game in Unity - 3h
* Fixed the issue so that players are able to catch fish using touch controls - 1h 30m
* Windows Build 0\_0\_3 - Pressing Ctrl doesn't end players turn as it should - 1h 30m

**Amy**

* Update the backlog and user stories to reflect remaining work - 1h
* Create a pause menu for the game - 1h
* Tweak the new menu system - 2h
* Iterate the end game summary screen - 1h
* Conduct playtesting for the most recent build of the game - 1h