**­Level 4/5 Group 14 – week 6 –**

**Date and time of meeting/ duration**

* 09/03/2018 – 11 – 11.38

**Who attended?**

* Ethan Ward
* Petrut Vasile – not present, let us know on Wednesday
* Toby White

**Topic**

* Talked about the tasks that weren’t completed last sprint
* Brought Toby up to speed with the current events that have happened over the last week
* Asked Toby if he was happy with his tasks
* Talked about what questions to have on the playtesting survey

**Notes/Ideas from this meeting**

In todays meeting I talked to Toby about what happened with the group this week and about the work that wasn’t completed.

One of the tasks that Toby did not complete last week was to finalize and upload the player 2 character. After the meeting today I found out that it was uploaded, however he did not send an email out saying that this wok was completed. After looking at it in todays meeting there are a few things that need to be done to it and he will be working on them this week.

The other task that was not complete was Toby’s slide for the presentation we had on Wednesday. Toby said the reason for this was because of the disagreements with Mircea. Now that Mircea is no longer in the group Toby assured me that the work will be completed, uploaded to GitHub and the tasks will be moved in Jira.

While Petrut was not in this meeting he sent an email out yesterday saying “we need to talk about art since there will be only one designer working in it”. Me and Toby talked about this and Toby is happy and confident that he will be able to complete the tasks needed for the project.

One of Ethan’s tasks is to make a survey for people to fill out when playtesting the game. Ethan and Toby came up with ideas/questions to put on that survey in this meeting.

Ethan will be making the survey tonight and will email the group when it is done.

**Meetings before / on Wednesday?**

Monday 12th at 12 to make sure everyone is ok with their tasks

Wednesday 14th at 11 with Rob for meeting with lecturer

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| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to make the code look neat * As a programmer I need to fix the pendulum bug that means two sometimes appear * As a programmer I need to get a minimum of 8 people to play test the game | * 2h * 1h * 3h |
| Petrut | * As a programmer I need to rework the pendulum to use a physics system instead of a maths system * As a programmer I need to get a minimum of 8 people to play test the game | * 1h * 1h |
| Toby | * As a designer I need to finish the health assets that are currently in a prototype stage * As a designer I need to work on the animation of player 1 for 1h 30m to get it closer to completion * As a designer I need to complete the player 2 character design * As a designer I need to work on the attack animation for 1h * As a designer I need to finalize a colour pallet | * 1h 30m * 1h 30m * 1h * 1h * 1h |