**­Level 4/5 Group 14 – week 7 –**

**Date and time of meeting/ duration**

* 14/03/2018 – 1.00 – 4.oo

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Talked about the feedback that we got from our survey
* How we will iterate on our game based on this feedback
* What still needs to be done to make the “finished” based on the feedback
* Talked to Toby about why the Jira tasks are not moved on Jira
* Populated the backlog with all of the tasks that are needed to complete the game

**Notes/Ideas from this meeting**

As of late last night three of Toby’s tasks were not completed.

These two tasks were still set to “To Do” with no upload to GitHub and no hours logged.

* 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

And this was set to “In Progress” with no upload to GitHub and no hours logged.

* As a designer I need to work on the attack animation for 1h

This morning Toby moved his tasks in Jira and uploaded them to GitHub. With the meeting we had with Rob and after me talking to him, he now knows the importance of moving them earlier.

In todays meeting we talked about the feedback we got from users playtesting our game and how we can adapt our game to make it more user friendly.

We have decided to add icons to the buttons and then also add them to the corresponding actions on the pendulum. This is based on feedback of players not understanding the relationship between the buttons and the pendulum.

After this we made a list of tasks in the back log that we will need to completed over the next 5 weeks for the game to be in a finished state.

We had a game jam from 1 to 4

**Meetings before / on Wednesday?**

Monday 19th to make sure everyone is happy their tasks

Wednesday 21st at 10 with Chris for meeting with lecturer about the code.

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| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to make the turns alternate * As a programmer I need to add the pendulum art to the game * As a programmer I need to adjust the damage values | * 1h * 30m * 1h |
| Petrut | * As a programmer I need to make the miss a go and heal up function * As a programmer I need to make the increasing the other players pendulum speed function * As a programmer I need to change the health from 3 to 100 | * 1h 30m * 1h 30m * 1h |
| Toby | * As a designer I need to make the sprite for attack * As a designer I need to make the sprite for dodge * As a designer I need to make the sprite for speeding up the pendulum * As a designer I need to make the sprite for healing * As a designer I need to finish the pendulum asset that is currently in a prototype stage * As a designer I need to finish off the player 1 attack animation | * 1h * 1h * 1h * 1h * 1h 30m * 30m |