**­Level 4/5 Group 14 – week 8 –**

**Date and time of meeting/ duration**

* 21/03/2018 – 10.00 – 2.20

**Who attended?**

* Ethan Ward
* Petrut Vasile
* Toby White

**Topic**

* Had a code review meeting with Chris. He helped us clean up the code and fix a bug where one players buttons would display when it was not their turn.
* Talked about the tasks that would be assigned over the Easter break.
* Built our game to android to see how things looked on a smaller screen.

**Notes/Ideas from this meeting**

All of the tasks for last sprint week were competed on time and to a good standard.

As the Easter break is in the next two weeks, the sprint is three weeks. The tasks assigned, when completed, will have the game in a “finished” state, where the only things needed to do will be some balancing.

Toby has the tasks of making the animations for each of the characters so the player has some visual feedback of their selected action.

Petrut has the tasks of making the combo attack script so if one player has attacked three times successfully then they will do more damage (with a limit). He also has to resize the buttons so only four are displayed on the screen at one time. This was after player feedback. And to write the code that changes the sprite of the player

Ethan has to make the application show which players turn it is, also to show if they miss or are successful on the pendulum, and to add all of the animation sprites that Toby will be making to the code that Petrut writes

**Meetings before / on Wednesday?**

Monday 9th April at 12 to make sure everyone is getting on with their tasks

Wednesday 11st April at 10 with Dave and Eddie for meeting with lecturer about the code.

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| Name | Tasks | Allocated time |
| Ethan | * As a programmer I need to implement the player 1 attack animation * As a programmer I need to implement the player 1 dodge animation * As a programmer I need to implement the player 1 heal animation * As a programmer I need to implement the player 1 increase speed animation * As a programmer I need to implement the player 2 attack animation * As a programmer I need to implement the player 2 dodge animation * As a programmer I need to implement the player 2 heal animation * As a programmer I need to implement the player 2 increase speed animation * As a programmer I need to make the application show which turn it is * As a Programmer I need to show the player if they have succeeded or failed on the pendulum | * 10m for all adding sprites to unity * 30m * 30m |
| Petrut | * As a programmer I need to code the combo attack feature * As a programmer I need to resize the buttons, so there is only a single set visible at one time * As a programmer I need to Write the code that changes the players sprite after they have chosen their action | * 1h 30m * 30m * 2h |
| Toby | * As a designer I need to finish off the player 1 dodge animation * As a designer I need to finish off the player 1 heal animation * As a designer I need to finish off the player 1 increase speed animation * As a designer I need to finish off the player 2 attack animation * As a designer I need to finish off the player 2 dodge animation * As a designer I need to finish off the player 2 heal animation * As a designer I need to finish off the player 2 increase speed animation * As a designer I need finalize the content on the help screen * As a designer I need to make health plaque | * 45m for all player sprite creation * 30m * 30m |