**­Level 4/5 Group 14 – week 12 –**

**Date and time of meeting/ duration**

* 09/04/2018 – 12.00 – 1.00

**Who attended?**

* Ethan Ward
* Petrut Vasile - 20 minutes Late
* Toby White - Not present

**Topic**

* Went over the tasks that were set for over the Easter break.
* Petrut had an issue with his changing the sprite task, however in this meeting we fixed it and it has now been uploaded to Github.

There was a big lack of communication over this break, Petrut and Toby did not move tasks in Jira and did not reply to the email that was sent out. I had to remind them to Move Jira tasks and even then only Petrut did.

**Notes/Ideas from this meeting**

This meeting was the one just after the Easter break. It was to make sure everyone’s tasks were going well and if anyone had any problems they could tell the rest of the group. However Toby did not attend and Petrut was late to this meeting they both did not let the group know beforehand.

There has been no movement in Jira from Toby, nothing uploaded to GitHub and no emails over the Easter break.

Petrut had his tasks moved into “In Progress” and nothing uploaded to GitHub before the meeting. However after he turned up he had started the animation task but he had an error. We managed to fix the problem and now the task is completed and uploaded to GitHub.

Ethan has done the tasks that he could, the rest of his tasks relied on a task being completed by Petrut and this had not been completed before this meeting. Ethan sent out an email in the second week of the Easter break saying that he had completed his tasks and also said that if there were any problems then to email however he had no response from Toby or Petrut.

**Meetings before / on Wednesday?**

We have a meeting on Wednesday 11st April at 10 with Dave and Eddie to go over the game and the presentation.

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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 (couldn’t start this, now that we have had the meeting, the task that was needed to be completed before this has been) * Completed * Completed |
| 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 (In Progress) * 30m (In Progress) * Completed |
| 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 |