**TEAM**

Group 18

**DATE OF MEETING**

5th of February

**TIME OF MEETING**

16:00 – 17:00

**ATTENDEES**

Bailey Keeble

Jack Fuller

Ionut Ciobanu

**APOLOGIES FROM**

None

**Postmortem of previous weeks work:-**

**What went well:-**

All members of the team agreed on the same game idea from the start. Furthermore, we all came up with suggestions as to how we can improve the initial idea of the game and the overall user experience.

**What went badly:-**

All members completed most of the tasks on JIRA the day before the presentation, leaving little to no time for reviewing the work that’s been done.

**What can be done to improve the current week:-**

As a team, we should be more responsible and complete the tasks assigned to us in advance, leaving enough time for improving the overall project and the way it will be presented each week.

**Overall Aim of the weeks sprint:-**

The overall aim was deciding on an idea of the game we are going to produce in the upcoming weeks. We had to do research on the target audience (games demographic), create several mood boards to decide on the setting of the game, and come up with the actual game ideas. We have also decided on the role of each member of the team.

**Tasks for the current week:-**

We all had to come up with a game idea, do research on the demographics of our game and create several mood boards to better illustrate the ideas.

Bailey Keeble 4 tasks / 6 hours :-

* Create a few game ideas based on the brief. (1 hour)
* Create mood boards based on game idea. (2 hours)
* Research demographic based on game idea. (2 hours)
* Create presentation. (1 hour)

Jack Fuller 4 tasks / 6 hours :-

* Create a few game ideas based on the brief. (1 hour)
* Create mood boards based on game idea. (2 hours)
* Research demographic based on game idea. (2 hours)
* Create presentation. (1 hour)

Ionut Ciobanu 4 tasks / 6 hours :-

* Create a few game ideas based on the brief. (1 hour)
* Create mood boards based on game idea. (2 hours)
* Research demographic based on game idea. (2 hours)
* Create presentation. (1 hour)