**TEAM**

L4/5 Group 18

**DATE OF MEETING**

27/03/2018

**TIME OF MEETING**

18:20

**ATTENDEES**

Ionut Ciobanu, Jack Fuller

**APOLOGIES FROM**

None

**Postmortem of previous weeks work:-**

**What went well:-** The team met in the labs at exactly 18:20, as decided. Both members discussed about the decisions that need to be taken regarding game’s development and decided what the aims are. Afterwards, I started working on my task with Jack giving opinions and advice on how to design the Menu buttons better. In the meantime, Jack was researching methods to implement the needed mechanics for next weeks’ tasks.

**What went badly:-** The team seemed to have different ideas and plans about the future of the game. Because the current team only consists of two members, it was hard to decide which ideas are better based on the afferent advantages and disadvantages. Decision taking took longer than expected because of the size of the team.

**What can be done to improve the current week:-** I feel like there is nothing that could be or have been done to improve the current week. Decision taking is hard when the team consists of the ones that came up with the 2 different ideas (me and Jack). We should maybe focus more on working, or perhaps find common tasks to work on.

**Overall Aim of the weeks sprint:-** To implement some of the reactions (mix matching mechanics), work on the menu and decide the overall scope of the project for the future weeks (what can be done, what should be done and how).

**Tasks for the current week:-** The tasks for the current week were to implement the main mechanic of the game and create several menu assets.

Ionut Ciobanu / 2 hours + 2:30 hours meeting :- Create the main menu buttons with animations upon being selected and pressed

Jack Fuller / 3 hours + 2:30 meeting :- Add 2-3 of the blocks interactions as prior discussed

Bailey Keeble / 0 tasks :-