**TEAM**

Group 18

**DATE OF MEETING**

17th of April

**TIME OF MEETING**

18:00 – 21:00

**ATTENDEES**

Jack Fuller

Ionut Ciobanu

**APOLOGIES FROM**

None

**Postmortem of previous weeks work:-**

**What went well:-**

Firstly, most of the work for this sprint had been done together as a group. The tasks were easier to complete as we were sharing opinions and advices and we’ve been helping each other when needed. Secondly, we managed to solve Jack’s problem with the Unity installed on his computer that was just crashing on launch. H

**What went badly:-**

We completed the tasks the day before the sprint ended. Although we managed to complete the most important tasks, I had to give up on completing the character creation task as it would’ve taken too long. Apart from that, the group work went well.

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

We should not let the tasks to be completed the day before.

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

The aim was to add the rest of the block interactions mechanic into the game and creating the game’s Main Menu. Also, we had to get feedback from a few people that played our game.

**Tasks for the current week:-**

We had to create the Main Menu, add in the rest of the game’s main mechanic and create the characters.

Jack Fuller 3 tasks / 3:30 hours :-

* Create the menu for the game using the buttons added the previous sprint (1 hour)
* Add in the remaining reaction mechanics (2 hours)
* Create an 'Instructions' sub-menu for the games instructions (30 minutes)

Ionut Ciobanu 3 tasks / 3:30 hours :-

* Iterate on blocks placement (blocks grid) (30 minutes)
* Design the game characters (2 hours)
* Create Main Menu background (1 hours)