Group 4

Date of Meeting: 07/03/18

Time of Meeting: 3:45pm

Attendees: Bethany Cowle, Ben Carter, Victor Sicoe

Apologies From: Caleb Guppy

Topics Discussed During Meeting:

* Discussed ideas for a new end screen as the current one wasn’t fitting
* Discussed potential future mechanic ideas
* Talked about the feedback from the presentation and how we could use this to move forward with our game
* Discussed the idea of allowing players to select a weakness to a certain element at the beginning of the game in secret to make the game more fun and engaging

Postmortem of previous weeks work:

What went well: The group managed to coordinate well in order to get all the main features into the game before uploading to itch.io. There was also good communication invloving tasks such as how well they were progressing and when they were finished/uploaded.

What went bad: It was difficult this past week for the group to meet up due to the weather, which made communication more difficult than usual. Some tasks were also not completed (these were mostly accounted for and due to needing to work on other more important things first) and some tasks were not uploaded to Github before the end of the sprint.

What can be done to improve the current week:

It would be useful to get some tasks done earlier in the week, particularly tasks that are needed completed before another member is able to complete their task(s).

Overall aim of the weeks sprint:

This week we will implement a feature which allows each player to select a weakness to a certain element at the beginning of the game which will do more damage than the other tiles if the player makes a combo out of this type of tile. This is based on feedback we recieved from the presentation.

Tasks for the current week:

Beth:

* Edit the sprites for the selected tiles so they are more obvious (2 hours)
* Create an idle animation for the wizards (2 hours)
* Create effects for when spells are casted (2 hours)

Caleb:

* Find sounds for the game (background music, spells being casted, wizards being damaged/hurt) (2 hours)
* Work on new end screen (2 hours)
* Design the powerup for clearing the whole board (1 hour 30 minutes)
* Select fonts to be used for the buttons and game name on the main menu (30 minutes)

Ben:

* Fix the bug that causes random tiles to appear in the middle of the screen (1 hour)
* Allow the players to select a weakness to a certain element at the start of the game (5 hours)

Victor:

* Fix the timer (2 hours)
* Blueprint the powerup for clearing the whole board (4 hours)