Level 4/5 Group 4

Date of meeting: 11/04/18

Time of meeting: 11:00am

Attendees: Bethany Cowle, Victor Sicoe

Apologies from: Ben Carter, Caleb Guppy

Topics of this week’s meeting:

* Discussed the progress of the game over Easter
* Talked about some aspects of the design that need improving/reworking
* Discussed how we will move forward with the game in the next few weeks
* Discussed the presentation for Wednesday

Overall aim of the week’s sprint:

Currently the team is having issues with the timer and the healing tiles working correctly so these will need to be fixed as they are important features. We will also need to gather playtesting feedback in order to determine how we can improve the game in the next few weeks. We will also need to make the presentation for Wednesday.

Tasks for this week:

Victor:

* Playtest the game and get feedback (2 hours)
* Put the art for the buttons into the game (30 minutes)
* Add the healing tiles into the game (3 hours)

Ben:

* Fix the timer (4 hours)
* Playtest the game and get feedback (2 hours)

Beth:

* Work on the presentation (2 hours)
* Playtest the game and get feedback (2 hours)
* Create art for the health bars (1 hour 30 minutes)

Caleb:

* Create a background for the screen where the players choose their weakness (2 hours)
* Create a splash screen (2 hours)
* Rework buttons and add text to them (2 hours)

Timeslot agreed for studio lab work:

Monday 16/04/18 12:00pm

Any other business:

Caleb didn’t notify the group as to why he was not present during the meeting.