Group 4

Date of meeting: 14/02/18

Time of meeting: 11:15

Attendees: Bethany Cowle, Ben Carter, Victor Sicoe

Apologies from: Caleb Guppy

Postmortem of previous weeks work:

What went well:

All group members completed their tasks on time. Most members uploaded their work to Github and logged their work on Jira accurately.

What went badly:

This week it was difficult to arrange a group meeting due to conflicting schedules. This meant that we only had one meeting during the week other than Wednesday, which led to the team being less able to communicate their ideas effectively.

What can be done to improve the current week:

Some group members still didn’t log time on their tasks and it would be useful to communicate more frequently through email.

Topics of this week’s meeting:

* Discussed how we want to move forward with our game
* Programmers looked through the blueprint together and explained anything they had done
* Discussed our target demographic and ways we could make the game appeal to them more
* Decided on a theme for the game
* Set tasks for the week

Overall aim of the week’s sprint:

This week we will begin to put together all of the main elements of the game, such as the most important art assets and the main mechanics of the game. After we have got the main features of the game working, we can begin to playtest and refine the smaller details later on. This week we also need to concentrate on ways we can make the players feel more powerful emotions and balance the game so that one player does not have an advantage over the other.

Tasks for the current week:

Beth:

* Create the character sprites (3 hours)
* Create art for the puzzle pieces (3 hours)

Ben:

* Blueprint the health bar (1 hour)
* Blueprint for ending a player’s turn (5 hours)

Victor:

* Create a way for the player to know which blocks they have selected (3 hours)
* Research how to optimise the game for mobile (1 hour 30 mins)
* Create the HUD (Health bars, end turn button) (1 hour)
* Create a timer (30 minutes)

Caleb:

* Design the UI (3 hours)
* Create background art (3 hours)

Timeslot agreed for studio lab work: 14/02/18 11:30am-2:30pm, 3 hour game jam with Beth, Victor and Ben.