Level 4/5 Group 4

Date of meeting: 14/03/18

Time of meeting: 12:00pm

Attendees: Bethany Cowle, Caleb Guppy, Victor Sicoe

Apologies from: Ben Carter

Postmortem of the previous weeks work:

What went well:

We have managed to finalise which mechanics we are going to have in our game so we have a focus on where to go with the game next and what work needs to be done in the upcoming weeks.

What went badly:

A lot of the tasks from this week were left uncompleted. This means that we will need to carry these tasks over to this week. Tasks were also started later in the week than usual, which meant that there wasn’t much time for the group to look over everyone’s work before we met on Wednesday.

What can be done to improve next week:

Tasks could be started earlier in the week to allow time for changes to be made if needed. It would also be useful if more communication could be made through email.

Topics of this week’s meeting:

* Discussed the feedback we received today
* Discussed which features of the game are most important to do currently
* Talked about ways we could vary the gameplay and make sure there is no dominant strategy

Overall aim of the week’s sprint:

This week we will work on implementing the most important features of the game, with the aim to get all of the main features complete by the end of this week. After this we will be able to work on polishing the game more with animations and effects and focus on making the game a more enjoyable experience overall. We will be playtesting the game this week and receiving feedback in order to make changed based on this feedback next week.

Tasks for the current week:

Caleb:

* Playtest the game and get feedback (1 hour)
* Find sounds for the game: Background music, sounds for spells, buttons (2 hours)
* Create a border for the puzzle (1 hour 30 minutes)
* Design powerup for clearing the whole board (1 hour 30 minutes)

Beth:

* Playtest the game and get feedback (1 hour)
* Create effects for when spells are casted (2 hours)
* Optimise all art assets for mobile (2 hours)

Ben:

* Playtest the game and get feedback (1 hour)
* When a player reaches 0 HP, send players to the end screen (1 hour)
* Adjust the “how to play” screen (30 minutes)
* Add the backgrounds to the game (30 minutes)
* Blueprint the powerup for clearing the whole board (2 hours)

Victor:

* Playtest the game and get feedback (1 hour)
* Blueprint for the healing tiles (3 hours)
* Bug fixing – tiles still remain selected after timer runs out (2 hours)