Group 4

Date of meeting: 18/04/18

Time of meeting: 12:00pm

Attendees: Bethany Cowle, Victor Sicoe, Ben Carter

Apologies from: Caleb Guppy

Postmortem of previous weeks work:

We managed to get the game uploaded to itch.io in time for the presentation with all the features we wanted implemented this week. However, many of the tasks were completed late in the week, which meant that other team members were not able to look at what had been uploaded and give feedback.

Feedback from the presentation:

* We currently have no instructions screen so we will need to consider how we will teach the players to play the game
* Having more visual feedback/animations to make the game less static would make the game more enjoyable for the players
* It is still not apparent enough when tiles have been selected so it would be useful to make this much more obvious
* We could add visual effects for varying lengths of combos, such as larger effects happening on screen when long combos are made (shaking screen, fire/lightning effects on the screen, etc)
* It wasn’t obvious enough to players that they are supposed to keep their weakness a secret from the other player when they select it, so we could add a prompt onto the weakness selection screen that they should hide this from the other player while selecting their choice

Other features we want to add before the end of the project:

* Both characters being different colours – we can display the winning character on the win screen at the end of the game so it is clear who has won the game
* Animations for the tiles disappearing after creating a combo
* More animations for the wizards such as idle animations and having them move when they cast spells

What can be done to improve the current week:

In order to make sure tasks are done earlier in the week, we can set specific deadlines for each task. This will be especially helpful this week as some tasks are dependent on others being completed first.

Overall aim of the weeks sprint:

Our tasks will mainly be based on the feedback from the playtesting this week and also from the feedback we recieved in the presentation today. The main feedback we recieved in the presentation was regarding some of the art assets that still need to be added into the game to make it a more enjoyable and interesting experience for the player.

Tasks for the current week:

Ben Carter:

* Add the idle animations for the wizards into the game (1 hour 30 minutes)
* Playtesting (1 hour)
* Add screen shake for big combos of tiles (3 hours 30 minutes)

Beth:

* Create animations for the wizards casting spells (2 hours)
* Playtesting (1 hour)
* Animations for the tiles (2 hours)
* Change the player 2 character sprite (30 minutes)
* Create art for the selected tiles (30 minutes)

Caleb:

* Playtesting (1 hour)
* Adjust the main menu background (1 hour 30 minutes)
* Create new buttons (1 hour)
* Redo background (1 hour 30 minutes)

Victor:

* Change damage values and playtest (2 hours)
* Add art assets into the game (1 hour)
* Tidy code (1 hour)
* Create an instructions screen with images how to play (2 hours)