Level 4/5 Group 4

Date of meeting: 21/02/18

Time of meeting: 11:50am

Attendees: Bethany Cowle, Victor Sicoe, Ben Carter, Caleb Guppy

Apologies from: N/A

Postmortem of the previous weeks work:

What went well:

Tasks for the week were completed, and the ones which weren’t fully completed have been carried over to this week’s sprint with extra time for them. We had issues with making the game compatible for mobile which meant that Ben had to spend time fixing it and one of his tasks wasn’t completed this week but the task has been carried over to the next week.

What went badly:

Caleb didn’t send any emails which made him difficult to get in contact with and uploaded his work late from last week. He also spent much less time than the allocated 6 hours on his tasks.

What can be done to improve next week:

Communication within the team could be improved by sending more emails. I will also try to more accurately predict how long tasks will take each member to complete as some tasks have taken longer than the hours allocated and some have taken much less.

Topics of this week’s meeting:

* Discussed the tasks from the past week and what changes needed to be made to some of the art assets. For example, the background was lacking a box/border to go around the puzzle and we have decided to go with a castle or alchemy lab as the background instead of the current theme.
* Talked about which features would be the most important to implement into the game this week
* Discussed potential future mechanic ideas, such as puzzle pieces that may heal the player instead of damaging the opponent
* Set the tasks for this week

Overall aim of the week’s sprint:

Since we have most of the main mechanics in place for the game, we will need to begin implementing the art assets and start playtesting the game to get feedback to see what improvements are needed/can be made.

Tasks for the current week:

Ben Carter:

Blueprint the HP bars (1 hour)

Implement the art assets into the game (30 minutes)

Playtest the game and get feedback (1 hour)

Implement player turns (2 hours 30 minutes)

Create the end screen (1 hour)

Victor Sicoe:

Create the start screen (1 hour)

Create a way for the player to know which pieces they have selected (4 hours)

Playtest the game and get feedback (1 hour)

Caleb Guppy:

Create different states for the buttons – hovered, clicked (1 hour)

Design HP bars (1 hour)

Design the background for the game (2 hours)

Playtest the game and get feedback (1 hour)

Bethany Cowle:

Playtest the game and get feedback (1 hour)

Give the wizards various emotions (3 hours)

Begin animating the wizards (1 hour)

Design an extra puzzle piece for healing (1 hour)

Timeslot agreed for studio lab work: 12:45pm 21/02/18