Level 4/5 Group 4

Date of Meeting: 21/03/18

Time of Meeting: 12:00pm

Attendees: Bethany Cowle, Ben Carter, Victor Sicoe

Apologies from: Caleb Guppy

Postmortem of the previous week’s work:

Many of the tasks were not completed this week due to other assignments. Setting tasks with set deadlines a few days before the end of the sprint may help to manage time better and get tasks completed earlier in advance. It may also be useful so that group members can review work and give feedback with time to make changes before the end of the sprint.

Topics of this week’s meeting:

* Reviewed tasks from last week
* Created a backlog of tasks that need to be completed before the end of the project and prioritised certain ones
* Set tasks for this week

Overall aim of this week’s sprint:

This week we need to implement the remaining powerups and the healing tiles to the game. The healing tiles are important to implement as soon as possible as they help to eliminate any dominant strategies from the game. We will also optimise everything to work better on mobile.

Tasks for the current week:

Ben:

* Fix the bug on the weakness screen involving the text going off the edge of the screen (1 hour)
* Blueprint the powerup for clearing the board (4 hours)
* Put the background art into the game (30m)
* Put the art for the buttons into the game (30m)

Victor:

* Fix timer bug – randomly switches player’s turn (2 hours)
* Implement tiles that heal the player instead of damaging (3 hours)

Caleb:

* Scale backgrounds to correct resolution to fit a phone screen (2 hours)
* Playtesting (2 hours)
* Rework powerups (2 hours)

Beth:

* Optimise all art for mobile (2 hours)
* Animations for wizards (2 hours)
* Playtesting (2 hours)