**Group 6**

**01 March 2018**

**20:30 – 22:00**

**ATTENDEES All in attendance** (Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh)

**Overall Aim of the weeks sprint:-**

Continue playtesting to obtain feedback.

To combine all design developments made so far into a prototype build ready for playtesting on an android device.

To further develop and begin polishing the game mechanics based on this feedback.

To optimize existing code, granting more appropriate functionality.

To prepare pitch presentation.

**Meeting Minutes:-**

The weather did not show any sign of clearing for Friday, so a discord meeting was held Thursday evening to ensure the team were each confident they knew what was required of them and so tasks could be started.

Tom, Fraser and Dan were able to speak verbally during the discord call. Jack was able to join and message via typed messages.

Adverse weather conditions prevented two team members from attending the jam that had been arranged for earlier in the week (Wednesday 28.02.18). The topics discussed at the Wednesday jam were revisited for the benefit of Dan and Jack. Once the team was brought up to speed we moved on to reviewing the results of the previous sprint’s work, which concepts we preferred and subsequent tasks for this week.

Attributes of each concept piece were analyzed, which will be carried forward to inspire our next iterations.

Update was given to the team regarding the current state of the prototype. Expected to be built and sent to the team early weekend.

Each team member confirmed they understood their tasks and that the expected time to compete is reasonable.

It was decided that we should produce a questionnaire to assist in gathering appropriate feedback from playtesters. A draft will be added to the repository which will be edited going forward to allow for tailored feedback collection.

It has been agreed that any artwork uploaded with be committed as a transparent PNG, with each piece uploaded as a separate file. This will allow for more straightforward inclusion in unity.

As usual the team acknowledges the necessity of uploading to GitHub and accurate JIRA updates, as well as email communication directly with other team members.

The issue of not being able to run the android build on mobile devices was addressed. Jack explained during the sprint that he was unable to complete playtesting tasks as he could not run the project on mobile. It was explained that he should have downloaded the unity build from the repository as he confirmed he had Unity installed. When building the current prototype going forward, an android and a standalone version will be committed to ensure ease of playtesting should android installation cause issues. When next able to meet in person, Jack will also be walked through the needed steps to import the build to mobile devices.

Non-completion of tasks, even when queries were clarified, was also mentioned. Jack is aware that emails must be monitored regularly so that no updates are missed and that if a team member has no available remaining time for task completion but still has outstanding tasks they must make the team manager aware. Without being made aware of this the expectation of task completion will remain and no alternate solution can be provided. Jack advised the situation will not occur again.

Next meeting is arranged for Monday 05.03.18 to hold a group jam, where the focus will be preparation for pitch alpha.

All group members also advised they will be available the morning of pitch alpha for further rehearsals if needed.

**Tasks for the current week:-**

**Tasks are uploaded and tracked on JIRA.**

**Detailed clarification of the requirements of each task specified in JIRA description.**

Tom Gibbs:

* Rewrite code to make more efficient / 1h 30m
* Modify prototype as per playtest feedback / 1h 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h

Fraser King:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Refine pitch PowerPoint using previously completed research task as guidance / 2h

Jack Massey:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Continue development of player character and arm concepts / 2h

Daniel Marsh:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Produce game scene concepts informed by previous research / 2h

**Tasks are uploaded and tracked on JIRA.**

**Detailed clarification of the requirements of each task specified in JIRA description.**

A minimum of the first 3 hours of group tasks will be completed within a jam, scheduled for 09:00 Monday 05.02.18.