**Group 6**

**04 April 2018**

**10:30 – 14:00**

**ATTENDEES** Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh

**Postmortem of previous weeks work:-**

**What went well:-**

Team continue to agree that work is still necessary over Easter in order to provide best solution to brief, albeit with a reduction to regular work hours.

All members have contributed work over the Easter break, despite having reduced availability.

All members made time to meet at the end of each sprint over the break and have all been in regular email communication making solving issues very simple.

Jack has continued to send work for review after the first hour has been completed. This has greatly assisted in ensuring work is being completed appropriately.

**What went badly:-**

During the sprint one task was incorrectly progressed out of a JIRA status and into another when work had not been started. Team member was made aware this is a problem and how it interferes with other tasks.

**What can be done to improve the current week:-**

Reduced task hours have been assigned to account for the reduced availability of the Easter break.

Even more focus than normal has been put on the importance of email contact as team will now not have another physical meeting until the end of the sprint.

Continue to specify earlier deadline for Jack’s more important tasks (for first hour of work).

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

Finish implementation of all mechanics.

Completion of all final version art.

Further playtesting to confirm the above aims are progressing as intended.

Focus on refining variables and user experience based on playtest feedback.

**Meeting Minutes:-**

All team in attendance.

All team members agree that we should abandon our stretch goals in favour of polishing the elements of the game already included.

Team reviewed spreadsheet completed last week confirming Easter availability and confirmed it was still accurate.

Spreadsheet shows all members have suitable capacity for approximately 3 hours of work. 1 hour will be given to playtesting, the remaining 2 will be put toward developing further art assets/functionality.

Team agreed on new size for visual assets as final art will now be produced. This will prevent rescaling later.

Remaining tasks were discussed and assigned based on tasks completed so far and availability.

Potential issues regarding power-ups and power-bar were discussed. Team has decided to include new, untested designs and will amend as necessary next sprint based on playtester responses.

Reminded team members that tasks must be moved accurately within the JIRA sprint. The one task that was inaccurately moved must not be repeated as this interferes with the teams understanding of workload.

After allocating tasks, the team scheduled a meeting for Wednesday 11/04, following the teams next tutorial session.

**Tasks for the current week:-**

**Tasks will be uploaded and tracked on JIRA. Detailed clarification of the requirements of each task is also specified in JIRA description.**

**Tom Gibbs:**

* **As a programmer, adapt the initial turn power bar to operate according to the main game / 30m**
  + Amend the values and functionality of the initial turn decider power-bar to replicate that of the main game scene's power-bar.
  + Upload build with correct functionality to the group repository.
* **As a programmer, create scenes to hold main menu, instructions and game scene with script for transition functionality / 2h**
  + Create script with functionality to transition between different game scenes through use of UI buttons.
  + Upload created scenes with placeholder buttons and full functionality as part of Unity build to group repository.
* **As a programmer, include updated art assets within all builds / 1h**
* Include all art up to and including that produced prior to the end of the current sprint within the Unity and Android builds.
* Upload updated Unity build and .apk to the group repository.

**Fraser King:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 6 playtesters. Use the playtest questionnaire as a guide for feedback.
  + Specifically request feedback regarding clarity of power bar and power-ups
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, create navigation menu buttons / 2h**
* Create menu buttons for transitions between scenes.
  + Text and effects can be added within Unity. Design the button background, border, highlight with focus of distinguishing the game element as an interactable object.
  + Upload resulting designs to group repository.

**Jack Massey:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 6 playtesters. Use the playtest questionnaire as a guide for feedback.
  + Specifically request feedback regarding clarity of power bar and power-ups
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, continue development of background art / 2h**
* Produce 2 game background by continuing development of the second background produced (rail road).
* menu scene: railroad without hazards.
* game scene background: broken rail road with hazards. Update the initial design with designs discussed at group meeting 4/4/18:
  + - position rail road support at centre screen to maintain symmetry and highlight centre-screen to players
    - correct orientation and background size
    - have player character hazards (at each end of screen) clear and intuitive to the players.
* Resulting 2 backgrounds must be committed to the group repository.

**Daniel Marsh:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 6 playtesters. Use the playtest questionnaire as a guide for feedback.
  + Specifically request feedback regarding clarity of power bar and power-ups
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, resize existing art assets, suitable for new build / 15m**
  + Resize game element sprites to 200x200.
  + Reupload the resized sprites to group repository.
* **As a designer, analyse typography to select suitable fonts for game elements and UI / 2h**
  + Consider the visual design and size of font to be included within the project. Provide reasoning behind choices.
  + Upload a word document containing selected fonts and the reason for choosing.

Group jam held at meeting on 4 April.

The next team meeting is scheduled for Wednesday 11/042018 following the group tutorial. The meeting will be used to decide on how to approach the next batch of playtesting, its focus and how we can adapt to feedback quickly.