**Group 6**

**05 March 2018**

**09:00 – 11:45**

**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:-**

Meeting had been scheduled to carry out tasks as part of a group jam in preparation for our next pitch presentation.

Group met at the meeting start time, continued to edit the pitch alpha presentation.

Colour scheme and formatting of PowerPoint was discussed, drawing from Eddie’s previous feedback sessions as well as Fraser’s research task in an earlier sprint. The group then tested presentation on ceiling projector to confirm our layout will be easily readable for the pitch audience.

The order of slides was read through and amended appropriately to achieve a better flow.

As a group we critiqued our previous presentation to highlight areas which could have been performed better, discussing how we can improve our next attempt.

Group members will each be assigned their slides so they can independently prepare for the presentation in addition to Wednesday morning rehearsal.

Following the presentation preparation, we used playtest feedback to develop the design, proposing several promising ideas which will be discussed in more depth at our next meeting and tested in the coming sprint.

Jack was more engaged in the discussion this week, putting forward the idea which sparked further input from the team.

A new folder in the repository root will be created to store any playtesting information as this will be accessed regularly and decisive to future development decisions.

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.

Next meeting is arranged for Wednesday 07.03.18 to hold a group jam, where the team will rehearse pitch presentation.

**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.**

Group jam completed at this meeting, 05.03.18.