**Group 6**

**07 February 2018**

**15:30 – 17:15**

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

**Postmortem of previous weeks work:-**

**What went well:-**

Communication between all group members in meeting was excellent. Ideas were put forward by each member, listened to by others and cooperatively developed.

Team worked well together to produce a balanced pitch PowerPoint, delivered effectively by all members.

**What went badly:-**

Initially some members failed to respond to all emails appropriately, but by the end of the first sprint were reliably sending sufficient emails to provide clarity.

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

Team members have been reminded again and are now aware (but as manager I will need to ensure) that all members reliably commit work to git before the sprint deadline, as well as moving tasks through the JIRA sprint in real-time so the team is aware of workload at any given time.

**Meeting Minutes:-**

Following the first pitch presentation the team regrouped to discuss what went well, what went badly, the feedback received and how our next pitch can be improved as a result – as well as how our project design can be immediately improved as a result of any constructive criticism.

After having put a great amount of effort into developing the games mechanics, the team were in agreement that the games theme needs to be quickly identified so subsequent elements of the design can be developed.

Moving on from the present, basic implementation of a ‘timing bar’ is essential. This is pivotal to the overall game design. All team members will attempt to develop alternate bar mechanics to be less patronising toward the player and keep their interest.

The team were unable to stay and begin work on this week’s sprint immediately following the meeting, but will meet again this Friday 9 February to tackle tasks as a team.

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

To determine games overall theme, tailored to appropriate demographic.

To identify viable alternative to games current ‘timer bar’.

To optimise existing prototype and incorporate new design for timer bar (if design chosen).

**Tasks for the current week:-**

Tom Gibbs:

* Optimise existing code and continue development of game build / 4h
* Create moodboard of alternative timing meter bars / 2h

Fraser King:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

Jack Massey:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

Daniel Marsh:

* Create world document demonstrating market research for informed demographic / 1h
* Create moodboard showing research into theme development / 3h
* Create moodboard of alternative timing meter bars / 2h

(Tasks are uploaded and tracked on JIRA)

Next meeting scheduled for Friday 9 February, 10:00. On Friday group will work through tasks as a team and discuss how the games overall design may be affected as a result of tasks.