**Group 6**

**7 March 2018**

**09:00 - 13:00**

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

**APOLOGIES FROM** Daniel Marsh

**Postmortem of previous weeks work:-**

**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:-**

Group met at agreed time.

Dan was unable to attend due to illness, but manage to update the group early in the day so his absence could be accommodated in our pitch preparation.

Using feedback from the previous presentation and Eddie’s tutor session the PowerPoint presentation was finalised.

Slides had been delegated following Monday meeting earlier in the week, this allowed team members to arrive with notes and a good understanding of the discussion points they had to present in pitch alpha.

In the preparation for Pitch Alpha, Jack did not have any information independently prepared ahead of time as requested (although this was not an explicit JIRA task) and had to have other team members write his ‘slide script’ for him.

The team again found a side room, with a projector to confirm that the presentation would be clear and readable for the whole audience.

Presentation was refined for 2 hours and rehearsed for an additional 2 hours.

**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

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

Game jam was held with all team members on Monday 5 March.