**Group 6**

**7 March 2018**

**15:45 – 17:00**

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

**APOLOGIES FROM** Daniel Marsh

**Postmortem of previous weeks work:-**

**What went well:-**

All team members showed improvement this week.

All tasks were completed in a more timely manner, no Tuesday sprinting!

Team adapted well to the poor weather conditions. When members were unable to attend the arranged meetings, all members were willing and able to arrange a meeting after lecture hours from home to ensure a shared understanding was established prior to the start of sprint tasks.

Playtesting from a variety of testers was conducted, yielding very useful feedback.

Communication on the whole was reliable and clear, allowing the team to have a good understanding of their capacity for work and task status.

**What went badly:-**

When a discord meeting had to be arranged because of the snow, Jack failed to mention he would not have a mic and so not be able to effectively communicate during the call.

In the preparation for Pitch Alpha, Jack did not have any information 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.

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

One of Jack’s tasks will have an earlier deadline set, at which point evidence of the first hour of the task must be provided. This will allow the team manager to assess the amount and quality of work carried out and give feedback to Jack regarding the remaining task time.

By aiming to include the current iterations of the games features within the prototype by early weekend, the team can look to increase the time spent playtesting and increase the amount of playtesters who use the game.

All team members should look to test the project on the mobile platform to get the most accurate results.

Each team member must ensure that hours are logged in JIRA and tasks are advanced as a true reflection of the work completed. This will enable better estimates for future sprints and provides a clear description of the sprints current workload.

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

Continue playtesting to obtain feedback.

Test implementation of power meter alternatives.

To include all art/animations produced so far into current build.

Polish main game mechanic.

**Meeting Minutes:-**

Dan Marsh was unable to attend today’s meetings or presentation due to illness, but did inform the team very early in the day so pitch preparation could accommodate for his absence.

Following the presentation, the group discussed the tutor feedback and how we can use it to improve our next pitch as well as our current project design.

Feedback from today’s presentation:

* Tutors appreciated the time and effort that had clearly been put into our development process, though commented that it could have been directly applied to our project.
* While we discussed playtest feedback and identified the highest priority issues, we failed to include how we will address these in the presentation.
* We may need to amend our design to achieve the humour we have aimed for.

The team agreed that some of these issues ought to have been spotted ourselves before the presentation – but being made aware of them will make sure the same errors do not occur again.

While the work completed in the previous sprint was a significant improvement, as discussed with Jack, it has been requested he will advise when the first stage of his tasks are complete. Task quality and amount of work produced will be assessed, feedback provided, and the rest of the task completed according to this feedback.

The team now needs to focus on the implementation of the current iterations of both mechanics and art. Having all completed as early in the sprint as possible so playtesting opportunities are maximised.

As Dan couldn’t attend the group meeting today, a meeting will be required to bring Dan up to speed with the rest of the team and to clarify what is expected from his tasks.

A team jam session will also need to organised for this sprint.

Both the team meeting and jam session will be arranged by email once all members have confirmed their availability.

**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:

* Implement increasing difficulty as game progresses / 1h 30m
* Include timer to limit player turn time / 1h 15m
* Implement device output alternatives to power meter bar / 2h 30m
* Include current iteration of art assets/sprite effects within current build / 30m
* Add screen shake to player hit effect / 15m

Fraser King:

* Playtesting / 30m
* Review playtest feedback / 30m
* Research and collect royalty free sounds / 3h
* Create further player character designs / 2h

Jack Massey:

* Playtesting / 30m
* Review playtest feedback / 30m
* Research and produce arm animations / 3h
* Create concept ‘death’ scene art / 2h

Daniel Marsh:

* Playtesting / 30m
* Review playtest feedback / 30m
* Create game scene concept art / 3h
* Create further particle effect designs / 2h

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**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, the time of which is to be arranged.