**Group 6**

**11 April 2018**

**10:00 – 13:00**

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

**Postmortem of previous weeks work:-**

**What went well:-**

First meeting since the Easter break allowed the team to catch up and discuss progress in more detail than emails.

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

Team were able to allocate presentation tasks and slides efficiently – completion and initial rehearsal of slides will be given to each member as part of weekly tasks.

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:-**

Jack had underestimated his capacity for work earlier in the week, which left him unable to test the game with new playtesters. He did manage to playtest the game himself and share his critique with the team at the group jam – though an unbiased perspective would have been more valuable.

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

Revisit Fraser’s earlier task regarding how to successfully present, and discuss the task outcomes with the team.

Aware that other assignments will also require significant time spent on them, team will discuss realistic availability for presentation rehearsals and capacity for work. Assigned tasks will be amended accordingly.

Must take feedback on board from previous presentations. Preparation individually and rehearsals as a team must be held.

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

Prepare and rehearse pitch Beta presentation.

Inclusion of final version visuals.

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.

Team discussed availability for the next sprint so presentation rehearsals can be arranged, as well as work capacity so assigned tasks should all be completed.

Team discussed playtester feedback, and agreed on how the build needs to be amended this sprint as per the advice received:

* testers voiced confusion at parts of the game, the descriptive text which had been removed will be re-added to clarify the current stage.
* Players commented that the theme was not consistent throughout the build (rather that some bland areas stuck out), font and colour scheme will be universally updated to address this.
* Continued assessment of powerup thresholds and hitstrength variables as lengths and outcomes of game can vary wildly.

Jack has been reminded that playtesting at this stage is extremely valuable, and gathering feedback is essential to the success of the project. He appreciates that he must prioritise collection and analysis of feedback if there is potential for him to be unable to carry this out close to the sprint end. Jack confirmed this will not happen again.

Team each have availability conflicts this week. After allocating tasks, the team scheduled a discord meeting for Tuesday 17/04, following the teams next tutorial session. Further rehearsals will be held prior to pitch Beta, the morning of Wednesday 18/04.

**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, attend group jam to prepare pitch beta presentation / 3h**
  + Team jam 11 April
* **As a programmer, include written confirmation of player turn within game / 30m**
  + As a programmer, include written confirmation of player turn within game
* **As a programmer, continue development of assigned presentation slides / 2h**
  + Continue revision and amendment of your assigned slides.
  + Commit any changes to the group repository.
* **As a programmer, conduct and review external playtesting / 30m**
  + Playtest the build with a minimum of 3 playtesters.
  + Use the playtest questionnaire as a guide for feedback.
  + Upload resulting analysis to the group repository.

**Fraser King:**

* **As a designer, attend group jam to prepare pitch beta presentation / 3h**
  + Team jam 11 April
* **As a designer, create instruction scene contents for new players / 30m**
  + The outcome should be a concise explanation of the game and mechanics which make all elements of the game clear and understandable to a new player.
  + Primarily text. Include images where necessary.
  + Upload finished work to the group repository.
* **As a designer, continue development of assigned presentation slides / 2h**

**Jack Massey:**

* **As a designer, attend group jam to prepare pitch beta presentation / 3h**
  + Team jam 11 April
* **As a designer, conduct external playtesting / 30m**
  + Playtest the build with a minimum of 6 playtesters.
  + Use the playtest questionnaire as a guide for feedback.
  + \*Also specifically request feedback regarding clarity of power bar and power-ups and clarity of current player turn\*
* **As a designer, analyse playtest feedback / 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 assigned presentation slides / 2h**

**Daniel Marsh:**

* **As a designer, attend group jam to prepare pitch beta presentation / 3h**
  + Team jam 11 April
* **As a designer, conduct external playtesting / 30m**
  + Playtest the build with a minimum of 6 playtesters.
  + Use the playtest questionnaire as a guide for feedback.
  + \*Also specifically request feedback regarding clarity of power bar and power-ups and clarity of current player turn\*
* **As a designer, analyse playtest feedback / 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 assigned presentation slides / 2h**

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.