**Group 6**

**12 March 2018**

**09:00 – 12:30**

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

**Postmortem of previous weeks work:-**

**Overall Aim of the weeks sprint (aims changed mid-week following tutor feedback):-**

Polish main game mechanic.

Identify appropriate new theme.

Begin game art concepts.

Develop power-meter solutions.

**Meeting Minutes:-**

Team met at the arranged time of 09:00.

Jack had done as requested with early submission – sending first third of completed work to the team manager for feedback, while the tasks were still in progress. He appreciates that this is more beneficial as it ensures remaining task time can be used to amend work if it isn’t suitable. His work builds on the last sprint, showing improvement in both time and effort.

Following the feedback from pitch alpha, the team agree that our game theme must be redesigned. Almost the entirety of the group jam was spent discussing viable themes.

The most promising idea focused on ‘people fun’, with our aim now being to give the option of replacing the in-game character art with a picture of the player, taken from the device camera.

The functionality of this idea will be tested over the coming sprint.

Also discussed was implementation of alternatives to the in-game power meter. Playtesting has shown that vibration and sound are not reliable indicators and will interfere with the core game mechanic. Following playtesting these ideas will be discarded and instead tasks will focus on polishing the power-meter.

The sprint’s tasks will be amended to suit our new aims and design direction.

The current position of the sprint (1.5 working days remaining), team’s availability (Dan Marsh has limited availability due to work after lectures on Tuesday) and hours already logged in JIRA tasks will be taken into account when editing existing tasks. Redundant or impractical tasks given the previous will be moved to the backlog.

At the end of the meeting the team agreed on a new version naming system. This will assist in mutual understanding of the games state throughout remaining development.

**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:

* Bug fix existing functionality / 1h

Fraser King:

* Develop power-meter designs / 3h

Jack Massey:

* Assess existing royalty free fonts to fit the updated project theme / 1h

Daniel Marsh:

* Create concept art for the main game scene (background) / 3h

**Tasks are uploaded and tracked on JIRA.**

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

3.5 hour jam held Monday 12/03/18.