**Group 6**

**14 February 2018**

**12:00 – 16:30**

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

**Postmortem of previous weeks work:-**

**What went well:-**

All group members have so far arrived punctually for all group meetings. In meetings each member contributes to the discussion and helps develop other ideas put forward.

Series of potential prototypes built in unity.

Market research uploaded to repository was very thorough – proved to be an excellent resource for the groups theme development.

**What went badly:-**

Jack – no tasks fully completed, failed to respond to multiple emails (when response was directly requested), failed to move tasks on JIRA, failed to log all time spent on tasks, failed to correctly upload work to GitHub. A portion of time spent working was logged on the single advance JIRA task - but the task was not fully completed before being progressed to ‘to verify’. Further adjustments were not made according to manager feedback. Poor communication throughout the week regarding both task status as well as ability to attend meetings.

Dan – one task was progressed to verify. Team member did query whether the work completed was sufficient though failed to update the work with any of the feedback from the manager. No further status on any tasks was provided.

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

Explanation to group members regarding the importance of clear and regular communication.

Made team aware that any issues need to be communicated as soon as a member becomes aware of a problem.

Detailed explanation of each task has been included within every JIRA task with a reminder to commit to group repository added to the description of each task – in an attempt to clear up any potential confusion with the work the team needs to complete.

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

To clarify group(s) the project is aimed at. Identify these groups interests with regard to mobile games.

Develop an informed visual style from the above information.

Begin production of concept art assets.

Develop solution to the problem of ‘breaking symmetry with first turn’.

Create unity C# scripts which allow for visual (animation), sound and vibration device output.

**Meeting minutes:-**

Discussed presentation feedback from both Eddie and Dave’s tutor sessions.

Agreed that Dave’s feedback was accurate and we need to identify a solution to the problem of the first player to have a turn gaining an advantage. This issue will need to be tackled in this week’s sprint.

The group agreed that Eddie’s more general feedback had some valuable lessons. A task will be assigned to a team member this sprint to look into Eddie’s recommended presentation research and produce notes to benefit the group for future presentations.

Before looking at the next sprint’s tasks, Dan and Jack were spoken to, to emphasize the importance of clear and reliable communication. It was explained that failure to fully complete any assigned tasks, failure to log any JIRA hours, advance the task in JIRA or commit correctly to GitHub without explanation leaves the rest of the group in a situation impossible to accurately plan for. Both Dan and Jack acknowledged this and are aware more care needs to be taken with future communication.

Tasks were set leading on from the previous sprint and tutor feedback. The team stayed for a game jam style session to begin tasks, every member contributing ideas towards design tasks.

Level 5 manager provided guidance for the duration of the afternoon jam to level 4s who were unable to complete their tasks to the standard specified last week. Both worked towards assigned tasks effectively – Dan successfully completed an assigned task in the meeting to a high standard. Jack had to leave the meeting before completing the task, but understood what is required and work completed so far had been done to the requested standard.

**Tasks for the current week:-**

Tom Gibbs:

* Research and implement variable vibration output on android devices / 2h
* Research and implement variable sound output on android devices / 2h
* Research implementation of animations / 2h

Fraser King:

* Produce concept art for player characters / 3h
* Create research 'moodboard' solutions for early game symmetry / 1h
* Use available UoS resources to identify areas of improvement for the groups presentation pitches / 2h

Jack Massey:

* Create moodboard showing research into theme development. Detail demographic, art attributes / 3h
* Produce concept art for sprite effects / 3h
* Create research 'moodboard' solutions for early game symmetry / 1h

Daniel Marsh:

* Create moodboard showing research into theme development. Detail demographic, art attributes / 3h
* Produce concept art for player characters / 3h
* Create research 'moodboard' solutions for early game symmetry / 1h

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

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

First 3.5 hours of group tasks completed as a team in ‘jam’ style. Level 5 manager provided guidance to level 4s who were unable to complete their tasks to the standard specified last week.