**Group 6**

**14 March 2018**

**11:00 – 13:30**

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

**Postmortem of previous weeks work:-**

**What went well:-**

Overall, the team adapted well to feedback from tutors; accepting the criticism with open minds and not being afraid to propose significant alterations to our established theme.

As a team, all members handled the sprint’s shift in focus from feedback received. Team member’s remaining capacity for work was assessed against the most urgent tasks, given that the earliest in-person meeting that could be arranged with all members was held Monday 12/03. Subsequent tasks and suitable completion time estimates were agreed by team members, with tasks being worked on prior to the sprint end.

Jack did, as requested, submit the first hour of any tasks for review while the task was still ‘in progress’. This allowed constructive guidance to be returned, and the opportunity to develop work as the entirety of task time had not been spent before sending for review.

**What went badly:-**

After agreeing to tasks and estimated completion time, Jack failed to complete his task before midnight on Tuesday 13/03 and needed to be reminded his task had not been advanced, despite verbal confirmation it was underway and should be completed.

At various points throughout the sprint meetings Jack appeared distracted. When checking within meetings to confirm whether Jack understood the current discussion topic, a common response was “do I need to know this if it doesn’t directly apply to me”. Even if the topic was specifically relevant.

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

Continue to specify earlier deadline for Jack’s more important tasks (for first hour of work). This will provide a greater opportunity to produce better work as the total work estimate will not have been fully used, plus ensure that Jack begins tasks ahead of the Tuesday sprint.

Seek direct feedback regarding the project’s design by scheduling private meetings with tutors.

Once guidance has been sought from tutors, tasks can be assigned. Looking to complete these tasks as early as possible will allow for a greater amount of playtesting and increase the amount of feedback returned.

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:-**

Potentially revisit core game mechanic attributes (based on tutor feedback following scheduled meetings 15/03/18).

Potentially revisit game theme (based on tutor feedback following scheduled meetings 15/03/18).

Implement subsequent design changes.

Continue playtesting to obtain feedback.

**Meeting Minutes:-**

All members were able to meet prior to attending the tutor sessions.

Feedback from Eddie tutor session:

* Ensure group level and number are included on first slide of all pitches, to assist tutors with organising feedback and recordings.
* Ensure a local copy of videos to show is brought to pitches, to protect against internet connection failure, etc.
* Ensure all playtesting/claims are evidenced.
* When using GIF/video, ensure screen space is used appropriately.
* When explaining GIF/video, ensure slide is rehearsed to use video time appropriately and be able to present without relying on the on-screen showcase for guidance.

Feedback from Dave tutor session:

* Consider the brief, slide 6.
* Skilled player should have ~60% chance of winning, unskilled player should have ~40%.
* Need evidence of casual players enjoying the game.
* Get mechanics and art implemented and playtested asap.

Feedback from Dave tutor session, Group 6 specific feedback:

* Pure twitch mechanic is an insufficient response to the brief.
* Need to “dilute” the twitch mechanic.

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.

The team fully acknowledges the feedback received. The advice given has cast significant doubt over the viability of the current response to the brief.

All members agreed that we must have a mechanic/theme which has been verified as being a suitable response to the brief urgently. Ideas were proposed, developed and paper-prototyped throughout the meeting. While some were promising, none were ideal alternatives.

Until the core mechanic and theme have been definitively confirmed, assigning sprint tasks cannot be done accurately. An hour task has been discussed, understood and set for each team member to independently produce and develop suitable mechanic and theme ideas. The team has scheduled meetings with appropriate tutors on Thursday 15/03/18 where tutor feedback will be requested to judge the quality of our current design and independent alternative designs. After receiving tutor feedback, the team can clarify the most urgent needs, assign tasks and begin the JIRA sprint.

Before ending the meeting, all team members confirmed they understood the design task, due by Thursday 15/03/18 – and that the sprint would not be created or made live until after the tutor meetings.

Jack’s failure to complete his task ahead of the agreed deadline was discussed. He appreciates that his team manager chasing his work has a knock-on effect to the manager’s work, which will be affected as the manager is able to spend less time working on them.

He is aware of the position late completion of tasks puts on the team, and the benefits of completing work as early as possible in the sprint.

Currently all members advise they are available to hold a jam on the morning of Friday 16/03/18, though the meeting has not been explicitly specified as the team awaits tutor feedback.

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

At the next group jam, the team will need to focus on producing the main game theme/functionality so playtesting can begin and feedback can be collected asap.

**Tasks for the current week:-**

**JIRA sprint will be created and tasks populated after team has sought feedback from tutors on Thursday 15/03/18. All team members are aware of this.**

**Tasks will be uploaded and tracked on JIRA. Detailed clarification of the requirements of each task specified in JIRA description.**

Tom Gibbs:

Fraser King:

Jack Massey:

Daniel Marsh:

A minimum of the first 3 hours of group tasks will be completed within a jam, the time of which is to be arranged.