**Group 6**

**15 March 2018**

**16:00 – 17:15**

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

**Postmortem of previous weeks work:-**

**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.

Team leader scheduled meeting with Rob to confirm management approach regarding potential issues with team member, as well as best practice when editing JIRA to reflect change in sprint focus/altered tasks.

Rob also provided feedback regarding solution to skill-based, twitch mechanic – advising idea of a scaled, randomised boost will help to combat a more skilled player dominating the other.

Team meeting was held to discuss ideas generated as a result of yesterday’s assigned hour task.

More promising ideas were shared with Dave, who provided feedback:

* Need to think of the emotion you are trying to evoke, begin designs with this in mind
* Need to think of who will be playing the game (entire casual market)
* Imagine them playing the game together (mix of demographics), cater to them
* Including the randomised element still gives the problem of a twitch mechanic
* Twitch mechanic addresses only competitive nature, no emotion

With a better understanding of our development needs, the team can now move forward with this sprint. Tasks and estimated completion times were agreed with team members and set on JIRA.

Dan’s work commitments this week will prevent a game jam on Friday – this has been rescheduled for Monday at 09:00.

**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:

* As a programmer, develop ideas focusing on incorporating a randomised element / 1h
* As a programmer, produce functionality needed to include developing game ideas / 3h
* As a programmer, explore methods of accessing device camera / 2h

Fraser King:

* As a designer, develop ideas focusing on incorporating a randomised element / 1h
* As a designer, continue development of design ideas to overcome player skill advantage / 2h
* As a designer, attend group jam to continue mechanic and theme development as a team / 3h

Jack Massey:

* As a designer, develop ideas focusing on incorporating a randomised element / 1h
* As a designer, continue development of design ideas to overcome player skill advantage / 2h
* As a designer, attend group jam to continue mechanic and theme development as a team / 3h

Daniel Marsh:

* As a designer, develop ideas focusing on incorporating a randomised element / 1h
* As a designer, continue development of design ideas to overcome player skill advantage / 2h
* As a designer, attend group jam to continue mechanic and theme development as a team / 3h

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

Three-hour jam will be held on Monday 19/03/18, 09:00.