**Group 6**

**17 April 2018**

**20:30 – 21:30**

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

**Postmortem of previous weeks work:-**

**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 members attended the discord meeting.

Each member’s preparation notes were shared with the group for review and feedback was taken on board, where appropriate.

Team discussed all design iterations, and reasons for them that were not included in each other’s preparation notes.

Further notes and corrections were made to a team document, which will be consulted tomorrow morning before the pitch to make final amendments to the presentation.

Team agreed to meet at 8am Wednesday morning, for further rehearsals as a group before pitch beta.

**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 11 April.

The next team meeting is scheduled for Wednesday 11/04/2018 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.