**Group 6**

**18 April 2018**

**12:00 – 15:00**

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

**ABSENTEE** Daniel Marsh

**Postmortem of previous weeks work:-**

**What went well:-**

Dan Marsh was quick to update the team as soon as he found he was unable to attend the presentation. This allowed the team to adapt and reassign his presentation slides.

Due to Dan’s prompt advice, and working together to produce the presentation at the team jam, the three present members were able to adapt to a member falling ill last minute and present the pitch.

**What went badly:-**

Team designers guilty of Tuesday sprinting.

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

Completion of tasks as early as possible to prevent Tuesday sprinting and allow time to rectify any encountered problems.

Taking on feedback from pitch beta as we begin to prepare for pitch gold.

Maintaining clear and regular communication between all members, Jack had to be chased during the week to return confirmation of task and availability status.

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

Continue to refine game according to playtest feedback.

Polish final assets.

Further playtesting to confirm the above aims are progressing as intended.

**Meeting Minutes:-**

Dan Marsh contacted the group prior to the meeting start time advising he would be unable to attend due to illness.

After the presentation, attending members regrouped to discuss feedback received.

Presentation feedback:

* It was clear from the feedback the team had misunderstood Rob’s email and taken the advice too literally.
  + While the focus of the presentation was to explain the teams iterative cycles and reasoning behind current ideas, providing an overview of the presentation as a whole is essential to give context to the points made.
* Because an introduction and overview of the project was removed from the presentation, audience and tutors had very little context on which to judge the project.
* Tutors advised that presentation should contain pictures as reference to what is currently being discussed, for context and for user engagement.
* Title slide should show some game art/title/font of the game, to maintain project branding.
* Tutors praised team for development choices in response to feedback received.
* Tutors acknowledged teams use of Kawasaki presentation principles.
* Tutors advices team need to add weight to what the player is feeling during playtesting, and not focus entirely on game functionality.

Team agreed that the feedback given is fair, and we should have been able to foresee a portion of the points raised by tutors.

Team will look to obtain player feedback regarding player emotions as well as functionality of game.

Tasks were assigned from the backlog, additional tasks were created because of this week’s playtesting feedback which highlighted areas for development the team had previously thought complete.

Team discussed intricacies of tasks and discussed the best methods for completing each other’s, as per the brief.

All team members agreed that they understood tasks – Dan was contacted via a discord call to make him aware of group discussion and tutor feedback.

Next group meeting has been arranged for 10:00, Monday 23 April 2018.

**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 the group jam / 3h**
  + Team jam 18 April
* **As a programmer, improve the shown player turn select visuals / 1h**
  + Display the initial player turn state to players more clearly through UI elements.
  + Commit the updated build to the group repository.
* **As a programmer, limit player input to either half of the game screen / 1h**
  + The completed task should prevent a player from effecting the opposite players turn.
  + Upload the functional script to the team repository.

**Fraser King:**

* **As a designer, attend the group jam / 3h**
  + Team jam 18 April
* **As a designer, correct the instruction screen designs / 1h**
  + Outcome of completed task should yield an instruction screen with the existing transition buttons visible.
  + Upload amended designs to github.
* **As a designer, conduct and analyse external playtesting / 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, amend public variables based on playtester feedback / 1h**
  + Based on playtester feedback, amend variables made public by the team programmer in attempts to achieve the correct balance between skill and random chance.

**Jack Massey:**

* **As a designer, attend the group jam / 3h**
  + Team jam 18 April
* **As a designer, update the game scene background to remove unnecessary visual clutter / 1h**
  + The completed task will produce a revised version of the game scene background, without the high level of contrasting detail - as discussed with team manager.
  + Resulting .png file should be committed to the group repository.
* **As a designer, conduct and analyse external playtesting / 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, amend public variables based on playtester feedback / 1h**
  + Based on playtester feedback, amend variables made public by the team programmer in attempts to achieve the correct balance between skill and random chance.

**Daniel Marsh:**

* **As a designer, familiarise yourself with group jam contents/ 3h**
  + As a designer, familiarise yourself with group jam contents
* **As a designer, prototype more simplistic UI design / 1h**
  + Outcome of task should yield more intuitive UI layout.
  + Upload evidence of task to the group repository.
* **As a designer, conduct and 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, amend public variables based on playtester feedback / 1h**
  + Based on playtester feedback, amend variables made public by the team programmer in attempts to achieve the correct balance between skill and random chance.

Group jam held at meeting on 18 April.

The next team meeting is scheduled for Monday 23/04/2018 following the group tutorial.

The meeting will be used to review the sprints task and decide how to proceed with regard to arranging a Wednesday tutorial.