**Group 6**

**19 March 2018**

**09:00 – 13:00**

**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 arrived to complete the jam as a team.

The focus of the meeting was to identify solutions to our current design issues, namely game theme and the exclusive twitch mechanic.

After carefully considering Dave’s feedback from the previous week, while the team are in agreement the feedback was appropriate and would improve the project – the manager decided that to fundamentally redesign the project at this stage would guarantee the team are unable to complete the project before the final pitch.

Rather than redesign the concept completely, we amended our current design. As per feedback that random elements are necessary to include casual players, as well as the need to water-down the twitch-mechanic – after lengthy discussion, the best solution to the games mechanic was the inclusion of power-ups, which will be weighted randomly depending on game/player status, then distributed to players to effect gameplay.

Using further advice to design around emotions, the best solution proposed was to focus on ‘anger’. This lead us to the idea of having the player characters as two halves of one object, pulling apart from each other, rather than ‘punching’ each other away.

The team will hold another jam following Rob’s tutor session on Wednesday 21 March to finalise the visual design and begin production of assets.

The manager’s programming task will be updated from accessing the device camera, to including player power-ups.

**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 including player power-ups / 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 was held on Monday 19/03/18, 09:00.