**Group 6**

**21 February 2018**

**12:00 – 15:00**

**ATTENDEES All in attendance** (Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh)

**Postmortem of previous weeks work:-**

**What went well:-**

Conduct from Dan and Jack continued to improve from the past weeks. While partly guilty of Tuesday sprinting, communication was clear and consistent, updating the rest of the team with progress and expected completion estimates. The group ensured all members knew the work expected of them before dispersing to continue work at home which aided in quality of work as well as tasks being completed earlier in the sprint. This will be continued every week.

As always, all group members have been respectful of others – arriving in a timely manner for meetings, contributing all ideas within group meetings while also listening to others and making design choices together without bias.

Art and research tasks completed this week were of a very high quality – art style and game direction is more understood by the group.

Unity progress – functionality added to achieve device vibration and sound output. Possibility of implementation being amended to yield patterned output which will benefit team development in future.

**What went badly:-**

Tuesday sprinting. While two group members provided estimates of Tuesday work completion, some tasks overran and were completed Tuesday night/early Wednesday morning.

As noted by Rob, our most recent meeting minutes word document had been corrupted on GitHub. The original version has been reuploaded.

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

Continued transparency with task allocation. From the groups feedback the times assigned for each task are becoming ever more appropriate to the members ability.

All team members are aware that Tuesday sprinting can impact negatively on all aspects of the project. An effort will be made by all to complete work ahead of the deadline.

Continued clear communication. Team members will ensure that task progress updates are given to all other members so everyone is aware of their capacity and workflow is coordinated.

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

Most importantly – to playtest an updated prototype with members outside the group.

To combine all design developments made so far into a prototype build ready for playtesting on an android device.

To improve versatility of existing code.

To further develop and begin polishing the game mechanics based on feedback.

**Meeting Minutes:-**

Discussed robs feedback from today’s tutor session.

Rob highlighted that the workflow needs to progress from design, to making of the project, to playtesting, to iteration.

All members agree that playtesting is now essential to allow iterations on our design rather than cycle between designing our game and prototyping with the only playtesters being the team members.

Tasks will be set this week for each designer to share the game with an external player and collect feedback the group can use to inform continued development.

The group members guilty of Tuesday sprinting have acknowledged that this impacts negatively on the project. An effort will be made this sprint to avoid this practice.

Dan and Jack both improved from the previous week, having made clear effort to maintain communication and produce a higher standard of work, on time.

The team remained after Rob’s tutor session to discuss the work from the previous week, discussing the concept art that had been produced as well as the alternative mechanics that were researched. The outcomes from these tasks will be of great importance to the tasks assigned in this sprint.

Tasks appropriate to the skills of each member were discussed and an estimated work time given to each task from discussion with each team member, considering their past performance.

The group is aware that honesty is vital when logging JIRA hours as an accurate representation will allow tasks to be set more appropriately in future sprints.

The team began working on design elements of the week’s tasks in the team jam.

**Tasks for the current week:-**

Tom Gibbs:

* Include sprite effect concept art within the unity build / 30m
* Improve implementation of device vibration to allow for vibration patterns / 2h
* Improve implementation of device sound output to allow for patterns / 1h
* Update game mechanics to reflect current design iteration / 1h
* Produce single game prototype build / 1h 30m

Fraser King:

* Playtesting / 30m
* Review playtest feedback / 30m
* Research and produce concept layout for game scene visual hierarchy / 3h
* Produce top down player fist and arm concept art / 1h 15m
* Provide research and justification into the player design / 45m

Jack Massey:

* Playtesting / 30m
* Review playtest feedback / 30m
* Research and produce concept layout for game scene visual hierarchy / 3h
* Produce top down player fist and arm concept art / 2h

Daniel Marsh:

* Playtesting / 30m
* Review playtest feedback / 30m
* Research and produce concept layout for game scene visual hierarchy / 3h
* Produce top down player fist and arm concept art / 2h

**Tasks are uploaded and tracked on JIRA.**

**Detailed clarification of the requirements of each task specified in JIRA description.**

First 3.5 hours of group tasks completed as a team in ‘jam’ style.