**Group 6**

**23 April 2018**

**10:00 – 11:30**

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

**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:-**

All members in attendance.

Team clarified Dan had been able to read through meeting minutes made in his absence and familiarise himself with missed content.

Team members advise tasks should be completed Tuesday, prior to the end of the sprint.

Bug in the current build was highlighted by team, this will impact an element of playtesting – but this sprint’s more crucial elements we had intended to gather feedback for will be unaffected. The bug will be rectified asap.

Team will meet at the start of the next sprint to discuss task allocation and how best to prepare for pitch gold, based on the current version of the game, our research and previous presentation feedback.

Next group meeting has been arranged for 10:00, Wednesday 25 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.