**Group 6**

**28 February 2018**

**10:30 – 14:00**

**ATTENDEES All in attendance** (Tom Gibbs, Fraser King)

**Apologies from** (Jack Massey, Daniel Marsh)

**Postmortem of previous weeks work:-**

**What went well:-**

Communication from most team members was clear, allowing the team to have a good understanding of their capacity for work and task status.

No Tuesday sprinting. While playtesting tasks were finalized on Tuesday as a result of the prototype being completed later than intended, all possible tasks that could be completed ahead of Tuesday were done so.

The project art style is understood by all members, with assets produced maintaining the high level of quality of previous weeks.

**What went badly:-**

Although communication was relayed as I became aware of my availability for completion of tasks, factors outside of university took earlier opportunities to produce a revised prototype before the end of the weekend, which I otherwise would have been able to do. This meant that by the time it was produced, Dan’s schedule prevented him from playtesting the current build – reducing our playtest feedback pool which we will needs to iterate in the following sprint.

Jack failed to complete or log hours for 2 tasks in the JIRA sprint despite specific reference to them in email chain. This will be discussed at the next meeting where he is in attendance and the need for accurate task updates and why they are necessary will be explained.

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

Although the cause for the delay in task completion from the previous sprint couldn’t have been predicted and was unavoidable, looking to finish my task of further updating the prototype build as soon as possible will allow for each member to spend longer playtesting the build, which in turn will provide better feedback to help drive development.

Clear communication. From most members this week was a strong example of regular and reliable emails.

Members will be reminded of the expectation to update the group if they are unable to complete a task. And seek help before the end of the sprint if they have any issues.

Each team member must ensure that hours are logged in JIRA and tasks are advanced as a true reflection of the work completed. This will enable better estimates for future sprints and provides a clear description of the sprints current workload.

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

Continue playtesting to obtain feedback.

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

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

To optimize existing code, granting more appropriate functionality.

To prepare pitch presentation.

**Meeting Minutes:-**

Adverse weather conditions prevented two team members from attending the jam.

The two members able to attend remained after tutor session to discuss the work from the previous week, the concept art that had been produced as a result of the sprints tasks and the feedback received from playtesting the prototype.

The reason for the delayed prototype was explained. With the cause of the delay now dealt with, I will attempt to produce a prototype for playtesting ahead of the weekend.

Dan was unable to complete his playtesting tasks within the sprint, though notified the group and provided an appropriate reason.

Jack was unable to complete his playtesting task within the sprint on android, though when asked to test in Unity rather than android appears to not have done so (no upload of feedback to GitHub, no task update in JIRA). This will be discussed at our next group meeting.

At the end of the sprint, Jack raised the issue he was unable to port the android build of the prototype to his device. He will be shown/talked through how to do this at the next group meeting. We will also ensure that a windows build of the prototype is available for playtesting going forward so the functionality can be tested to protect against any device failure.

Discussed feedback received from playtesting the prototype. Main feedback surrounded confusion over what the players intention were and the variation in output resulting from the player’s input. The discussion resulted in ideas for improvements and possible modifications which will be included within the next version of the prototype.

Alongside other tasks, another round of playtesting will be conducted this sprint – so the following sprint can be used to implement further design alterations as a result of playtesting feedback and pitch feedback.

The team now needs to focus on the upcoming presentation pitch (07/03) and the majority of tasks allocated will address this. These tasks will be completed as a group as part of a game jam, the time and place to be arranged.

While Tom and Fraser are available for a meeting on Friday morning before the end of the week (provided the weather does not prevent it), email request will be sent to absent members to confirm their availability. If the meeting on Friday 02/03 is not viable, a discord group call will be arranged to ensure all members share an understanding of the sprint and there is no confusion surrounding what is expected from assigned tasks.

**Tasks for the current week:-**

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

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

Tom Gibbs:

* Rewrite code to make more efficient / 1h 30m
* Modify prototype as per playtest feedback / 1h 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h

Fraser King:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Refine pitch PowerPoint using previously completed research task as guidance / 2h

Jack Massey:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Continue development of player character and arm concepts / 2h

Daniel Marsh:

* Playtesting / 30m
* Review playtest feedback / 30m
* Pitch 'Alpha' PowerPoint preparation (as part of group jam) / 3h
* Produce game scene concepts informed by previous research / 2h

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

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

A minimum of the first 3 hours of group tasks will be completed within a jam, the time of which is to be arranged.