Group 7 Meeting Minutes

Date of Meeting – 21/02/2018

Time of Meeting – 12:35

Attendees – George Heath-Collins, Katie Millar, Brad Pablo, George Croucher

Postmortem of previous week’s work:

What went well –

Got some good character artwork as welll as backgrounds. Some progress with visual feedback in terms of screenshake for the player. A power bar has been created for the next iteration.

What went badly –

Not all tasks were completed. Miscommunication. Punctuality needs to be addressed. Making sure that work was logged correctly.

What can be done to improve this week –

Spread work out over the week. DON’T leave it until last minute. Update regularly so that work can be quality checked and helped if necessary. Make sure that ALL work is uploaded to Github.

Overall Aim of the Week’s Sprint –

Have a working portrait version with functioning power bar in order for playtesting next week. To make sure that the work is uploaded appropriately and well within time. Email more regularly.

Tasks for the Current Week:  
Task estimated length to be included in brackets after the task e.g. (8h)

George H-C – Build particle system, produce UI assets, Frames for Player portraits, Tree falling animation.

Brad – Same as last weeks.

Katie – Digital Tree Sprite, Notch Sprite, Player Portraits.

George C – Research Particle Effects, Rebuild prototype to match portrait display, Research and prototype vibration.

Meetings Planned: