Group 7 Meeting Minutes

Date of Meeting – 07/03/2018

Time of Meeting – 16:01

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

Postmortem of previous week’s work:

What went well –

We jammed, and managed to produce a working prototype with a lot of in-game assets produced.

What went badly –

Not many emails sent. Postponed meeting due to weather conditions. Not all work completed.

What can be done to improve this week –

Email more, meet when available (Doing that now) and complete all work.

Overall Aim of the Week’s Sprint –

Solve the issue regarding dominant strategies and playtest.

Meetings Planned:

Thursday at 5pm.