Meeting Minutes

Time of Meeting: 1:00 – 4:00

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis

Apologies:

* George Smuts (Due to weather conditions)

Meeting Agenda:

* Run through the Unity project commenting with Michael
* Discuss with Andreea what is needed for the level background
* Run through the playtesting questionnaire that will need to be filled out
* Continue with tasks together and give feedback on work that is undertaken

In todays jam, the thing I wanted to do was to go over the commenting that I had done in the Unity project to make sure that Michael understood it all as he will be learning from the comments.

As George couldn’t make it to the jam due to weather conditions, as I did in the first jam, I asked George to undertake and upload atleast one of his tasks today as if he was taking part in the group jam along with the team.

Andreea started on her task to iterate the level background, not only to be fit for mobile device but taking into account our feedback on the previous version. For example, the background should be less saturated than the objects that the player will be focusing on.

When looking at the feedback that we had recieved via playtesting today and yesterday, we came to the conclusion that the naruto buttons need to be changed to the same style as the send food buttons. This will be set as a task next week to begin iterations.

Our next meeting is set for Monday 5th.