Meeting Minutes

Time of Meeting: 9:00 – 1:00

Meeting Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* George Smuts
* Michael Davis

Meeting Agenda:

* Go through the presentation, change/add anything needed.
* Go over everyones work that has been submitted.
* Give another run through on JIRA/Github.
* Practice presentation.

In this meeting, I went over all of the work that had been submitted over the course of the first sprint and discussed it with the group. After this I gave the team another run through on how to use JIRA and Github just incase anyone was still having trouble using them.

Afterwards we all went over the presentation together and removed anything that wasn’t necessary for the presentation, added anything that we had missed, changed anything that needed to be changed and allocated the rest of the slides to each member.

For our first group jam, we have decided to meet on Friday 9th so we can work on our tasks together so we can get instant feedback from each member of the team, offer insight where needed and give advice if needed.

Tasks for current sprint:

Charlie:

* As a designer, create art assets for “OK”, “Good”, “Excellent” and “Perfect” – 2 hour
* As a designer, create moodboards for the level background - 1 hour
* As a designer, create moodboards for the area where the player needs to tap – 1 hour
* As a designer, research and create moodboards for hit accuracy pop-ups – 1 hour

Andreea:

* As a designer, design and create 5 art assets for the objects that the player will interact with – 3 hours
* As a designer, research and create moodboards for 5 objects that the player will interact with – 1 hour
* As a designer, design and create the art asset for the area where the player needs to tap e.g. a plate or tray – 2 hour

George:

* As a designer, create mockups for the instructions menu – 2 hours
* As a designer, create mockups for the win screen – 2 hours
* As a designer, create mockups for the pause menu – 2 hours

Michael:

* As a programmer, create a working prototype for our game idea - 3 hours
* As a programmer, add score, turn-taking and hit accuracy(ok, good, perfect etc) to game – 1 hour
* As a programmer, get the prototype working on android – 2 hours