Meeting Minutes

Time of Meeting: 9:00 – 1:00 & 5:00 – 6:30

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis
* George Smuts (Late)

Meeting Agenda:

* Run through the presentation with the team
* Make any necessary changes that are needed to the presentation
* Practice the presentation
* Discuss and set tasks that are essential for the next sprint based on feedback received

To start the meeting off today, we went through the presentation multiple times, iterating it every time. We all went over the playtesting feedback that we received again to make sure that we hadn’t missed any vital details out.

Once we had finalized the presentation we found a quiet room and practiced the presentation, made notes on what to speak about and made small changes to details for presenting purposes if needed.

As we have a working build, undertook extensive playtesting last week and have designed iterations based on the feedback received, the tasks this week will be set in order to answer the feedback and to build on the weaker parts of the game.

For now I shall be continuing to work on the Unity project for my tasks and undertaking playtesting whenever the builds are ready to go.

For Michael’s tasks, I didn’t want to drop him in the deep in by giving him difficult tasks. I have given him tasks that will help the project and help him to further understand Unity and C#.

With Andreea’s tasks, we will be setting usability testing tasks, this will include creating a chart of food typically found in sushi bars. These will then be given to testers who will pick 2-3 foods that they most commonly associate with sushi. This is so we can make sure that each piece of food that we use is completely understandable to the players.

Tasks set for this week:

Charlie:

* As a programmer, add in the “combo” mechanic – 3 hours
* As a programmer, add increasing speed after every turn – 3 hours

Andreea:

* As a designer, create a boundary for taking food – 1 hour
* As a designer, create a moodboard containing foods found in a typical sushi bar – 1 hour
* As a designer, gather feedback on the food moodboard – 2 hours
* As a designer, gather playtesting feedback – 2 hours

Michael:

* As a programmer, add art assets into the game – 1 hour
* As a programmer, add 3 more food classes into the Unity project – 3 hours
* As a designer, gather playtesting feedback – 2 hours

George:

* As a designer, iterate on the accuracy popups so they are easier to read on a mobile device – 1 hour
* As a designer, create an art asset for the “take food” button – 2 hours
* As a designer, gather playtesting feedback – 3 hours