Meeting Minutes – Weekly Jam

Time of Meeting: 1:00 – 4:00

Attendance:

* Charlie Kinglake
* Andreea Mazarianu
* Michael Davis
* George Smuts (Attended the start of the jam)

Meeting Agenda:

* Go over the tasks to make sure everyone knows what they are doing this jam.
* Continue with tasks together

In our first weekly jam, we started by going over everyones tasks and discussing what was needed and what everyone would like to see. Michael had already started on the prototype so he carried on trying to get the mechanics working and the prototype onto a mobile device, ready for testing.

Andreea got started on creating some moodboards for the objects that will be coming down the screen during gameplay. Once this was completed, it was shown to the group and we gave feedback. After the moodboard was completed, Andreea got to work on creating the assets for these pieces.

I carried on with researching and creating moodboards for the level background. In this research, I designed what would be shown in the background of the level and why. I then put together a moodboard containing the setting and the objects that will possibly be included. Once I had finished the background moodboard, I went onto researching and creating a moodboard for the hit accuracy markers.

George wasn’t overly comfortable with working on his tasks in the labs so he asked to go home so he can work. I gave him permission to leave under the stipulation that he completes at least one of his tasks today and uploads the work to Github.

This weekly jam has shown that I had overestimated how much time some tasks would take the team, I have given the group instructions on how to proceed from here and the tasks for the next sprint will incorporate the tasks that won’t be fully completed for this week.