Meeting Minutes

Time of Meeting: 09:00 – 10:00 & 11:00 – 1:00

Attendance:

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

Meeting Agenda:

* Go over all of the submitted work and give feedback
* Discuss any problems that arose during the sprint
* Discuss what tasks would be more important for the upcoming sprint

Today our meeting was split into two. We had a quick meeting in the morning before our sprint review started just to go over all of the work submitted and so we could talk about the problems that occured during the sprint.

This sprint we had a problem with estimated times being too short on a few tasks so to stop this happening again, I made sure to thoroughly talk through every task in detail with each member to make sure everyone knew what they would be doing. This way we could come to a better estimate for how long each task would take.

When setting tasks, as per Rob’s email, I set George tasks that weren’t essential to the project but they will still help the team out if completed. I thought by setting a task that would require iterations(instructions/rules), it would prepare the prototype for playtesting and also give George more of an idea of what will be expected when playtesting the game.

Michael’s tasks for this sprint are continued from last week. This is due to the times being incorrecrtly estimated last sprint. We sat down and discussed if it is reasonable for the prototype task to be completed within the time set and for it to be built for a mobile device so we can start playtesting next week.

For Andreea’s tasks, art assets will need to be created with the aim of making the game intuitive and easy to understand so when playtesting, we can hand the mobile device to the player and not have to keep telling them how to play. This way we can get accurate feedback to iterate based on.

My tasks for this week are to research interactive/animated main menus and create moodboards for them. This is due to having a lower aged demographic for our game, we are attempting to design the game to keep younger players interested as they may lose interest with static menus and block text.

Our next meeting is set for Friday 16th, which we will use for our weekly 3 hour group jam.

Tasks for current sprint:

Charlie:

* As a designer, design how the instructions page will look – 3 hours
* As a designer, research and create moodboards for main menus – 3 hours

Andreea:

* As a designer, create a background for the level – 3 hours
* As a designer, create the boundaries for the tapping – 1 hour 30 minutes
* As a designer, create each 3 frames for the lives – 1 hour 30 minutes

George:

* As a designer, create temporary UI ready for playtesting – 3 hours
* As a designer, create a temporary instructions screen and get feedback ready for playtesting(To be completed at the group jam) – 3 hours

Michael:

* As a programmer, continue creating a working prototype – 4 hours
* As a programmer, build the prototype for an android device – 2 hours