Meeting Minutes

Time of Meeting: 12:00 – 1:00

Meeting Attendance:

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

Meeting Agenda:

* Run over the previous and all the tasks that were undertaken and give feedback.
* Discuss and iterate based on the sprint review feedback.
* Discuss which tasks will be most important for next week so we can start playtesting.

After our weekly sprint review, the first thing we done was go over all of the tasks that were undertaken in the previous sprint and I gave feedback on the work that was submitted. The only thing that was brought up was that the prototype needed to be ready to go as soon as possible as we need to be playtesting in next week’s sprint.

When we were discussing how we could iterate the game based on the feedback we were given, we kept running into issues that we felt would make the game asymmetrical or that could possibly decrease the size of our target audience. Instead of choosing one of the iterations that we had thought of and getting too far in to find out that it no longer met the brief, we set up a small meeting with Rob and discussed our ideas with him. Rob gave us some very helpful feedback on our iteration ideas that we continued to work with and iterate.

After our meeting with Rob we all continued iterating based on the ideas and feedback that we were given until we were all happy with an idea that would bring our game back into alignment with the brief.

Once we were all happy with the direction that we were heading in, we discussed which tasks were most important for next week so we can start playtesting and acquiring feedback on the theme and mechanics.

Our next meeting will be Friday 23rd for our weekly group jam.

Tasks for this sprint:

Charlie:

* As a designer, create a questionnaire ready for playtesting – 1 hour
* As a designer, create a design document for the team – 2 hours
* As a project manager, I want to create a backlog for the project and writing a risk assessment – 3 hours

Andreea:

* As a designer, create art assets for two more pieces of food – 4 hours
* As a designer, sketch a final design for the main menu – 2 hours

George:

* As a designer, iterate the Naruto button so it is more obvious to the player – 3 hours
* As a designer, create a “send food” button using a service bell as the background – 3 hours

Michael:

* As a programmer, get the prototype to a standard that is ready for playtesting – 4 hours
* As a programmer, build and package the prototype on multiple devices for playtesting – 2 hours