**TEAM - 1**

**DATE OF MEETING – 25/04/2018**

**TIME OF MEETING – 11:00am**

**ATTENDEES – Alice Baker, Dumitru Liche, Jordan Carman**

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

Majority of the artwork is finished and ready to go into the game. We now have sound effects to go into the game.

**What went badly:-**

Not many tasks were moved on Jira, only one bug was fixed out of all the programming tasks. Ken hasn’t kept in contact this week so we didn’t know if he could work on the game again. Dumitru’s tasks were finished very late which meant that one artwork task and programming tasks couldn’t be finished. We haven’t managed to do any more playtesting, which wasn’t set as a task but would’ve been good to get more feedback.

**What can be done to improve the current week:-**

Alice has reminded the group to move their tasks on Jira as soon as they’ve finished a task so the team knows what’s going on throughout the week. Alice has also reminded the team to email as much as possible, also so the week can be planned accordingly.

**Overall Aim of the weeks sprint:-**

We need to get the game as polished as it can possibly be in the time we have. The deadline will be Monday evening to have the game finished. This is so we can make sure everything is finished for the final presentation, with a video(gif) of the finished game.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 2 hours to create power-up artwork
* 30 minutes to create an app icon
* 1 hour 30 minutes to create artwork for the starting position
* 1 hour to work on the presentation

Dumitru :-

* 1 hour to design power-up icons
* 1 hour to make ‘start of round’ text (round 1, 2 and 3, and player 1 and player 2)
* 1 hour to design and make an instructions screen

Jordan :-

* 1 hour to put sound effects into the game
* 15 minutes to put iceberg obstacle art into the game
* 15 minutes to put starting position platform artwork into the game
* 2 hours to fix bug – platforms will randomly enable during the game
* 2 hours to fix bug – obstacles temporarily desync themes from player turns
* 1 hour to fix bug – two pickups can be collected at once
* 2 hours to fix bug – eras switched players during gameplay
* 30 minutes to put the instructions screen in the menu
* 30 minutes to make the start of round screen and change who goes first depending on who won previously
* 15 minutes to hide the players score during the game, show at the end of each round
* 15 minutes to change app icon

Ken :-

* 1 hour to create camera noise layer on top of old era theme
* 5 hours to assist with programming when available

Any other business –

The team haven’t heard from Ken again, so tasks will be set at a lower priority.