**TEAM - 1**

**DATE OF MEETING - 07/02/2018**

**TIME OF MEETING – 3:30pm**

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

**APOLOGIES FROM - N/A**

**Postmortem of previous weeks work:-**

**What went well:-**

All tasks were completed, and because they didn’t take as much time as we thought, the programmers did some more work to make a prototype. We were all able to communicate effectively.

**What went badly:-**

N/A

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

We’ll make sure to move tasks in Jira and log the work that gets completed.

**Topic of this weeks meeting:-**

Debrief for the first pitch presentation, discussion of tasks for the week

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

Finalize a clear theme and a prototype ready to play test

**Tasks for the current week:-**

Alice :-

* 1 hour to create a design document
* 3 hours to discuss themes with the team
* 2 hours for concept art

Jordan :-

* 2 hours to study unity, with help from Ken
* 2 hours to plan the prototype
* 2 hours to work on the prototype

Dumitru :-

* 3 hours to discuss themes with the team.
* 1 hour to finalize one main theme.
* 2 hours to design alternative themes.

Ken :-

* 2 hours to help Jordan with Unity
* 2 hours to plan the prototype
* 2 hours to work on the prototype

Timeslot agreed for you studio lab work. Minimum 3 hours in labs together as a team.

Thursday 08/02/18 – Working with unity (Jordan and Ken)

Monday 12/02/18 – 2pm – 5pm - Discussing themes (Alice and Dragos)

Tuesday 13/02/18 – 4pm – 5pm – Discuss current work