**TEAM - 1**

**DATE OF MEETING – 28/02/2018**

**TIME OF MEETING – 12:00pm**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

A lot of good quality work was produced on time this week by everyone and we were all able to communicate well through emails. We’re getting closer to a final theme that will work well with our chosen mechanics.

**What went badly:-**

Jordan, Ken and Dragos didn’t complete all their tasks – the tasks that weren’t completed were moved into the backlog for the next sprint cycle. Jordan and Ken were stuck on a programming task that stopped them from completing other tasks. This stopped us from having a working prototype ready to play test this week, but the issue is now resolved with some help from Chris. Dragos didn’t find the time to finish the colour palettes due to spending longer on other tasks.

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

Make sure group all members are able to move onto other tasks if they get stuck on something, or ask for help from the tutors if they’re available.

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

We now have some great theme ideas to work with, so we’ll be defining these ready for our next presentation. We’ll need to have a prototype ready for next week, so the programming is top priority, and if we can get any play testing feedback that will be great for the presentation. Alice will be updating the power point presentation – after considering the first set of presentation feedback and advice from tutorials, we’ll be focusing mainly on how to explain what happens the game between both players, as it was unclear before.

**Tasks for the current week:-**

Alice :-

* 30 minutes to update the design document
* 1 hour 30 minutes to update the power point presentation
* 1 hour to play test the prototype
* 2 hours to create concept art for the player character
* 1 hour to rehearse the presentation

Dumitru :-

* 1 hour to design and make a game over screen
* 1 hour to design and make a main menu screen
* 1 hour to make colour palettes for each player
* 2 hours to create mood boards for two contrasting eras
* 1 hour to rehearse the presentation

Jordan :-

* 1 hour to work on a power-up example – double speed platforms
* 2 hours to build a mobile version ready for play testing
* 2 hours to play test the prototype
* 1 hour to rehearse the presentation

Ken :-

* 1 hour to work on a power-up example – double speed platforms
* 2 hours to build a mobile version ready for play testing
* 2 hours to play test the prototype
* 1 hour to rehearse the presentation

Timeslot agreed for studio lab work :-

Wednesday 28/02/2018 – 12pm – 3pm - 3 hour game jam with Dumitru and Jordan working in the labs, and Alice and Ken working remotely due to the weather conditions.

Tuesday 06/03/2018 – 4pm - 5pm – Meeting to rehearse the presentation, ready for Wednesday.

Any other business -

We didn’t receive a reply from Ken so we decided to carry on with the meeting, he told us he was unwell earlier in the day, so we’ll be keeping him updated throughout the week.