**TEAM - 1**

**DATE OF MEETING – 14/03/2018**

**TIME OF MEETING – 8pm**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

The team communicated better this week so we’re now all on the same page. Any concerns or questions were resolved from previous sprints, and we’re all confident about what our game is and what we’ll be working towards. Jordan finished all the important programming tasks without Ken, except for putting the menu and lose screens in which were a lower priority. Alice and Dragos finished and logged all their design tasks.

**What went badly:-**

We all finished most of our tasks to a good standard, although some of the work wasn’t logged. Alice only logged 45 minutes of play testing but this will be carried on each week. Alice also worked on the platform artwork but needed more time to finish it. Dragos and Jordan said they would do some play testing but didn’t log this on Jira or uploaded any feedback to GitHub. The menu and lose screens were not put in the game, because Jordan didn’t understand what was uploaded and there was no screen mock-up for the screens. It took us a long time to decide on our goal for the game when we were emailing through the week, so we had a meeting in person to discuss and make a final decision for a clear goal, based on Dave’s feedback through email.

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

All team members must make sure to comment clearly when uploading work to GitHub. If the work needs a longer explanation, a team member can email the group, explaining what the work is so this doesn’t hold back any other members. If any team members have any concerns or questions, they must make sure to email the team so it can be resolved.

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

We’ll be iterating the game based on our play testing feedback, then we’ll carry on play testing each week, so we can get as much feedback as possible. We’ll make sure to gather feedback from every play test session. We’ll add some artwork into the game so we can get some feedback on this as well as gameplay. Mood boards will be iterated to make the art style clearer for Alice to work on art assets and ready for the next presentation.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 2 hours to play test
* 2 hours to finish platform artwork for both players
* 1 hour 30 minutes to work on the penguin artwork

Dumitru :-

* 2 hours to research the two themes we’ve chosen, iterate if necessary
* 2 hours to update mood boards – fit the themes into our chosen art style
* 2 hours to play test

Jordan :-

* 30 minutes to adjust pick-up layout
* 1 hour to put the lose screen in the game
* 1 hour to put the main menu screen in the game
* 30m to work on the cinemachine
* 2h to work on rounds
* 1h to put background and platform art assets into the game

Ken :-

* 6 hours to play test

Timeslot agreed for studio lab work :-

14/03/2018 – Jordan and Dumitru working together in the labs, Alice working from home.

20/03/2018 – 9am - Meeting to discuss play test feedback for the week.

Any other business -

The team haven’t heard from Ken since last week, so tasks will be set for Ken at a low priority.