**TEAM - 1**

**DATE OF MEETING – 28/03/2018**

**TIME OF MEETING – 2:00pm**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

The work that was completed was a good standard. Everyone (except Ken who we didn’t hear from) was able to complete work with no confusion, now that we have a project backlog. Our time management is going well - our game almost has all of the mechanics in, there’s just one more power-up to go in, then artwork and audio.

**What went badly:-**

There were a few tasks that weren’t completed. Alice was unwell during the week so was unable to complete her tasks. The overall aim for this weeks sprint wasn’t reached - none of the team members did any play testing, the artwork hasn’t been put into the game yet and we haven’t got a name for the game. This sprint will be the same and last week.

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

As so many tasks weren’t completed again, Alice will set tasks with a longer amount of time so it’s more likely that all tasks will be completed. As it’s the Easter break, we’ll have 2 weeks to complete one weeks worth of tasks. Alice will make sure to be clear on what the tasks are and carry on providing evidence for this, such as emails, meeting minutes and the design document. Alice has told group members to tell her if she has written a task wrong or if they don’t fully understand it.

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

We didn’t complete any play testing last week, so it’s a priority for this sprint. Jordan will be putting art assets into the game and building it again so we can get feedback on game play and artwork. We will all decide on a name for our game after Dragos gathers some ideas. We will aim to finish these tasks (see below) and will carry on with more tasks if these are completed in enough time.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 2 hours to play test
* 2 hours to work on the penguin artwork for new era
* 2 hours to work on the penguin artwork for the old era

Dumitru :-

* 1 hour to research the two themes we’ve chosen, what do players like?
* 2 hours to play test
* 1 hour to design and make a draw screen, with screen mock-up
* 1 hour to gather a few idea for a name for our game
* 1 hour to make mood boards on the themes to justify this design choice, for the next presentation

Jordan :-

* 2 hours to work on the spawning obstacle power-up
* 1 hour to put the main menu screen in the game
* 1 hour to put background and platform art assets into the game
* 2 hours to correct bug – wrong player taking points after a player misses a platform

Ken :-

* 3 hours to play test
* 3 hours to assist with programming tasks

Any other business -

We had an email from Ken telling us he’d be available for work and a meeting, but we didn’t hear from him after that. Alice is setting a tasks at a lower priority again, hoping he’ll be able to assist with tasks when he can.

**PROJECT BACKLOG**

|  |  |  |
| --- | --- | --- |
| TIME | TASK | MEMBER |
| 4h | Penguin character artwork – 1 art asset for each theme | Alice |
| 2h | Pickups (points) artwork | Alice |
| 1h-2h | Iceburg (obstacle) artwork | Alice |
| 1h | Create an app icon (logo) for our game | Alice |
| ~~1h~~ | ~~Work on rounds, 1 minute each, best of 3~~ | ~~Jordan~~ |
| ~~1h~~ | ~~Power-up – ‘fishing rod’ (see dragos’ power-up document)~~ | ~~Jordan~~ |
| 2h (minimum) | Power-up – obstacle in the middle of a platform | Jordan |
| 1h | Put background music into the game | Jordan |
| 1h | Put sound effects into the game | Jordan |
| ~~1h~~ | ~~Screen mock-ups for main menu, win screen, gameplay UI~~ | ~~Dragos~~ |
| 1h | Decide on a name for the game, gather a few ideas | Dragos |
| 1h | Design and make a ‘draw’ screen for when players have the same amount of points at the end of a round | Dragos |