**TEAM - 1**

**DATE OF MEETING – 11/04/2018**

**TIME OF MEETING – 10:00am**

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

**APOLOGIES FROM – Jordan Carman**

**Postmortem of previous weeks work:-**

**What went well:-**

We managed to finish most of the tasks during the Easter break, so we’re making good progress and we’re confident we’ll have the game finished for the final presentation.

**What went badly:-**

Although most tasks were finished, we didn’t get any playtesting done because work was completed a lot later in the sprint, which meant there wasn’t another build for us the test. Dragos spent longer on other tasks so he didn’t manage to get the moodboards finished, but that task has been moved to this week ready for the presentation. Even though Ken worked on the game during Easter, the team didn’t receive many emails from him, so we were unsure if he was able to work during Easter.

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

We just need to make sure all tasks are moved on Jira, as there were a couple of tasks that were finished that hadn’t been moved into ‘done’. Everyone needs to make sure to email the group with updates, the programmers had worked on the game and the rest of the team didn’t know.

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

Playtesting is a top priority this week, so that we have some feedback to talk about during the presentation next week. As Ken says he is back and able to work with us again, we can all take part in play testing now that the programming tasks can be shared between Ken and Jordan. We’ll be putting the rest of the artwork into the game ready for playtesting so we can get some feedback on that too.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 2 hour to play test
* 1 hour 30 minutes to work on fish pick ups artwork
* 1 hour 30 minutes to work on iceberg obstacle artwork
* 30 minutes to work on the presentation

Dumitru :-

* 1 hour to work on the presentation
* 1 hour to gather some sound effects for the game
* 1 hour to design ideas for our app logo
* 2 hours to play test
* 1 hour to finish making mood boards on the themes to justify this design choice, for the next presentation

Jordan :-

* 2 hours to play test
* 1 hour to put the background music into the game, making sure it loops.
* 1 hour to put sound effects into the game
* 1 hour to put the background art into the game
* 30 minutes to put the fish pick-up art and iceberg obstacle art into the game
* 30 minutes to put the penguin character art into the game

Ken :-

* 2 hours to play test
* 1 hour to put the background music into the game, making sure it loops.
* 1 hour to put sound effects into the game
* 1 hour to put the background art into the game
* 30 minutes to put the fish pick-up art and iceberg obstacle art into the game
* 30 minutes to put the penguin character art into the game

Any other business –

Jordan wasn’t here for the programming tutorials or the meeting, but Alice updated him later in the day about what the team had discussed.

**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/Ken |
| 1h | Put sound effects into the game | Jordan/Ken |
| 30m | Put penguin character art into the game | Jordan/Ken |
| 15m | Put fish pick-up art into the game | Jordan/Ken |
| 15m | Put iceberg obstacle art into the game | Jordan/Ken |
| 1h | Put background art into the game | Jordan/Ken |
| ~~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~~ |
| 1h | Design ideas for the game app logo | Dragos |
| 1h | Gather sound effects for our game (see design document for list) | Dragos |