**TEAM - 1**

**DATE OF MEETING – 18/04/2018**

**TIME OF MEETING – 2:00pm**

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

**APOLOGIES FROM – N/A**

**Postmortem of previous weeks work:-**

**What went well:-**

We were able to get a good amount of work done, majority of the tasks were completed and we were able to upload a build of the game on itch.io in enough time. We gathered some interesting feedback when players tested our game so we’ve been able to define our gameplay and artwork ready for polishing.

**What went badly:-**

After making a new build, there were a lot of bugs that came up which the programmers aren’t sure how to fix. These bugs are set at a high priority on Jira so they get sorted as soon as possible. There was a small lack of communication during the week, and the team didn’t know when there would be a new build to playtest until Monday afternoon. This meant that we only had Tuesday to gather play testing feedback ready for the presentation. Again, a lot of tasks weren’t moved on Jira, mostly by Ken but he told us why he was unable to do work (please see any other business)

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

Alice has reminded the group to move their tasks on Jira as soon as they’ve finished a task so the team knows what’s going on throughout the week. Alice has also reminded the team to email as much as possible, also so the week can be planned accordingly.

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

The programmers are aiming to fix the bugs first as they are a higher priority. While the programmers are working on this, Dumitru and Alice will be working on the design tasks so there will be artwork ready to put in the game later in the sprint. We’re hoping to get some more play testing done as we go, and Alice will be asking for feedback on the artwork iterations before the final sprites go iinto the game.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 15 minutes to take the shadow out of fish and obstacle artwork
* 2 hours to create power-up artwork
* 1 hour to iterate colours for sepia environment theme
* 15 minutes to make an extra frame for jetpack animation
* 2 hours for the fish animations, change colours and add glow

Dumitru :-

* 2 hours to gather some sound effects for the game
* 1 hour to design power-up icons
* 15 minutes to get the font for the game text and upload to github
* 1 hour to make ‘start of round’ text (round 1, 2 and 3, and player 1 and player 2)
* 1 hour to design and make an instructions screen
* 1 hour to create the stacking fish for points

Jordan :-

* 1 hour to put sound effects into the game
* 30 minutes to put iceberg obstacle art into the game
* 2 hours to fix bug – platforms will randomly enable during the game
* 2 hours to fix bug – obstacles temporarily desync themes from player turns
* 10 minutes to fix bug – obstacles push players back one platform
* 1 hour to fix bug – two pickups can be collected at once
* 30 minutes to display current round score at the top of the screen
* 30 minutes to make the start of round screen and change who goes first depending on who won previously

Ken :-

* 1 hour to put sound effects into the game
* 30 minutes to put iceberg obstacle art into the game
* 2 hours to fix bug – platforms will randomly enable during the game
* 2 hours to fix bug – obstacles temporarily desync themes from player turns
* 10 minutes to fix bug – obstacles push players back one platform
* 1 hour to fix bug – two pickups can be collected at once
* 30 minutes to display current round score at the top of the screen
* 30 minutes to make the start of round screen and change who goes first depending on who won previously
* 1 hour to create the camera noise layer for the old era theme

Any other business –

We saw Ken on Wednesday but didn’t here from him again until Wednesday morning, he told us he’s had a stressful week waiting for his mum’s surgery. Alice has asked him to send us a quick email to just let us know if he’ll be able to work on not during the plan, so we can plan the tasks around him.

**PROJECT BACKLOG**

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| TIME | TASK | MEMBER |
| 1h | Create an app icon (logo) for our game | Alice |
| 2h | Power-up artwork | Alice |
| 1h | Iterate colours for sepia environment theme | Alice |
| 1-2h | Fish animations and glow/sparkle | Alice |
| 15m | Iterate artwork animation for jet pack | Alice |
| 15m | Take shadow out of fish and iceberg artwork | Alice |
| 1h | Stacking fish for points | Dragos |
| 15m | Get the font file used for the game | Dragos |
| 1h | Gather sound effects for our game (see design document for list) | Dragos |
| 1h | Design and make an instructions screen | Dragos |
| 1h | Design and make a ‘start of round’ screen | Dragos |
| 1h | Design power-ups for the game | Dragos |
| 15m | Put iceberg obstacle art into the game | Jordan/Ken |
| 1h | Put sound effects into the game | Jordan/Ken |
| 1h - 1.5 h | Changing power-up layout | Jordan/Ken |
| 1h | Stacking fish for points | Jordan/Ken |
| 2h | Platforms will randomly enable during the game | Jordan/Ken |
| 2h | Obstacles temporarily desync themes from player turns | Jordan/Ken |
| 2h | Era switched players during gameplay | Jordan/Ken |
| 10m | Obstacles push players back 1 platform | Jordan/Ken |
| 1h | 2 pickups can be collected at once | Jordan/Ken |
| 30m | Rounds at top of the screen | Jordan/Ken |
| 30m | Start of round screen and change who goes first | Jordan/Ken |
| 1h | Create the camera noise layer for the old era theme | Ken |