**TEAM - 1**

**DATE OF MEETING – 14/02/2018**

**TIME OF MEETING – 11:15am**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

All tasks were completed on time. Everyone logged their work on Jira and uploaded to GitHub. We were all able to communicate well in meetings.

**What went badly:-**

Not enough emails were sent, wasn’t sure if and when team members were available.

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

Make sure to communicate more in emails throughout the week, so that it’s clear when everyone is available or to know how the teams tasks are getting on.

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

Define our target audience, which will make our gameplay and theme a lot easier to work with.

Define a win condition, which will help us define our gameplay.

Define what emotions we want the player to have to define our theme, gameplay and audience.

**Tasks for the current week:-**

Alice :-

* 2 hours to define our target audience
* 30 minutes to update the design document
* 2 hours to iterate current artwork for the chosen theme
* 1 hour 30 minutes to design various user interface layouts

Dumitru :-

* 2 hours to research schadenfreude and other player emotions
* 2 hours to design obstacles and hazards
* 2 hours to design power ups

Jordan :-

* 1 hour to work on the scoring system
* 1 hour to work on spawning different shape platforms
* 2 hours to research how to make the game mobile ready
* 2 hours to work on making the game mobile ready

Ken :-

* \*1 hour to work on the scoring system
* \*1 hour to work on spawning different shape platforms
* \*2 hours to research how to make the game mobile ready
* \*2 hours to work on making the game mobile ready

\* = assist when possible

Timeslot agreed for studio lab work :-

Wednesday 14/02/2018 – 1pm – 4pm - 3 hour game jam with Alice, Dumitru and Jordan

Any other business –

Kenneth wasn’t available this week for personal reasons and isn’t sure when he’ll next be available. Tasks are set for the current week but can be worked on if/when he’s available.