**TEAM - 1**

**DATE OF MEETING – 21/02/2018**

**TIME OF MEETING – 12:00pm**

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

**APOLOGIES FROM – N/A**

**Postmortem of previous weeks work:-**

**What went well:-**

Alice, Dumitru and Jordan had a successful game jam on Wednesday 14th Feb as lots of work was produced. Work was finished throughout the week by everyone except for Kenneth – this is because he was unavailable during the week for personal reasons.

**What went badly:-**

Alice and Jordan didn’t complete all their tasks – the two tasks that weren’t completed were moved into the backlog for the next sprint cycle. Jordan and Dumitru weren’t moving their tasks on Jira as they were working.

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

Alice will be emailing more throughout the week to ensure work is being done and to remind teams members to keep up to date with Jira.

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

As Ken was unavailable last week, we updated him on our progress of the previous week’s work. As we were all here for the meeting, we discussed Dave’s feedback for our game and considered some design changes. We’ve talked about having a points system, lives rather than points, rounds and many other issues raised in Dave’s tutorial and feedback. We’ve now decided on an iterated design idea, so we can get a prototype ready for play testing next week.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management tasks – Jira tasks, meeting minutes
* 30 minutes to update the design document
* 1 hour to research the average two player gameplay time (casual games)
* 2 hours to design UI for player lives

Dumitru :-

* 3 hours to research duality themes, for our current theme, the alternative themes and more.
* 1 hour to research the average two player gameplay time (casual games)
* 2 hours to make colour palettes for each player

Jordan :-

* 1 hour to work on the gradually increased speed of platforms
* 1 hour to work on spawning different shape platforms
* 2 hours to work on the player character missing the platform and losing a life each time
* 1 hour to work on a power-up example – double speed platforms
* 2 hours to build a mobile version ready for play testing

Ken :-

* 1 hour to work on the gradually increased speed of platforms
* 1 hour to work on spawning different shape platforms
* 2 hours to work on the player character missing the platform and losing a life each time
* 1 hour to work on a power-up example – double speed platforms
* 2 hours to build a mobile version ready for play testing

Timeslot agreed for studio lab work :-

Wednesday 21/02/2018 – 1pm – 4pm - 3 hour game jam with Alice, Dumitru and Jordan and Ken