**TEAM - 1**

**DATE OF MEETING – 08/03/2018**

**TIME OF MEETING –**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

We were able to get work done ready for the presentation and the game was uploaded to itch.io on time.

**What went badly:-**

All of us didn’t manage to complete all our tasks – all the tasks that weren’t completed (except for Ken’s tasks that have been completed by Jordan) were moved into the backlog for the next sprint cycle. Dragos didn’t find the time to finish the colour palettes again due to spending longer on other tasks. Alice didn’t finish iterating concept art so this will be carried on in the next sprint. Alice, Jordan and Ken were unable to do any playtesting before uploading to itch.io, this is because the game wasn’t ready. Ken said he’d work over the weekend but was unable to work due to unforeseen circumstances and the rest of the group didn’t know this until Tuesday. There was a lack of communication between the group this week, so we were all a little confused about what the game currently was. Even though a design document has been made each week, Jordan admitted that he rarely looked at it, which resulted in him being confused about certain features and created a game that almost contradicts features in the design document.

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

Until we know that Ken is fully available to work on the game, he’ll be given tasks that are a lower priority. Jordan will be given tasks he’s able to complete by himself so that all the work can be completed. In the design document, Alice will write up all of the features we currently have, any features we will be dropping and any features we intend to have in the future. As a manager, Alice will remind all team members to refer to the design document before working on a task – this can be done by commenting on Jira tasks and through emails. Before we decide on any design aspects, the programmers must be clear on this and be able to code the idea. Before we decide on any programming, the designers must be clear on this and must make sure it works with our current design, or can be altered to match the programming.

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

We’ll start playtesting to recieve feedback from players, so we can iterate the game further. After that, we can decide on definite features such as points, rounds, lives, etc. We’ll start to add art assets into the game. We need to decide what the pickups are for points, so artwork can be made.

**Tasks for the current week:-**

Alice :-

* 30 minutes for management – Jira and minutes
* 30 minutes to update the design document
* 2 hours to play test
* 1 hour to make background artwork
* 1 hour to make standard platform artwork
* 1 hour to create a play testing feedback sheet

Dumitru :-

* 1 hour to make a placeholder lose screen
* 1 hour to make a placeholder main menu screen
* 1 hour to make colour palettes for each player
* 1 hour to design pickup ideas for points
* 2 hours to play test

Jordan :-

* 2 hours to play test
* 30 minutes to build and test the mobile version
* 1 hour to put the lose screen in the game
* 1 hour to put the main menu screen in the game
* 1 hour 30 minutes to work on object pooling

Ken :-

* 6 hours to play test

Timeslot agreed for studio lab work :-

Any other business -

Due to unforeseen circumstances, our team believe that Ken is currently unable to work on the game. Tasks will be set for Ken at a low priority.