**TEAM - 1**

**DATE OF MEETING – 21/03/2018**

**TIME OF MEETING – 11:30am**

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

**APOLOGIES FROM – Kenneth Pirkle**

**Postmortem of previous weeks work:-**

**What went well:-**

The work that was completed was a good standard. Alice was able to finish the platform artwork so we now have some art assets to put into the game. Dragos did some very useful research on balancing, which defines a load of features in our game for us to work on. Jordan was able to work well on the programming without Ken and got half of his tasks done.

**What went badly:-**

There were some tasks that weren’t completed. We were unable to playtest because Jordan didn’t have time to finish all of his tasks, so there wasn’t a new build to play test. There was a miscommunication again about what the tasks were, so the team were confused about what was actually worked on in the game this week.

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

Alice will set tasks with a longer amount of time (if necessary) so it’s more likely that all tasks will be completed. Alice will make sure to be clear on what the tasks are and carry on providing evidence for this, such as emails, meeting minutes and the design document. Alice and Dragos will explain the work they upload, either by commenting on Github, by email or both. If a screen mockup is needed for Jordan to use, this should be uploaded to GitHub as part of a task with a written explanation. Alice has told group members to tell her if she has written a task wrong or if they don’t fully understand it.

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

As we didn’t manage to play test last week, it’s a priority for this sprint. Jordan will beputting some art assets into the game and building it again after he’ finished creating rounds. This way we can get feedback on game play and artwork. We will all decide on a name for our game after Dragos gathers some ideas, and he will define some of our design choices.

**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
* 2 hours to work on the penguin artwork for new era
* 2 hours to work on the penguin artwork for the old era

Dumitru :-

* 1 hour to research the two themes we’ve chosen, what do players like?
* 2 hours to play test
* 1 hour to think of pick-up ideas, what goes with the two themes?
* 1 hour to gather a few idea for a name for our game
* 1 hour to make screen mock-ups for the main menu, win screens and game play UI

Jordan :-

* 1 hour to put the lose screen in the game
* 1 hour to put the main menu screen in the game
* 1 hour to put background and platform art assets into the game
* 1 hour to work on rounds for the game (1 minute each, best of 3 rounds)
* 2 hours to work on ‘fishing rod’ power up (see dragos’ power-up document)

Ken :-

* 6 hours to play test

Any other business -

We still haven’t heard from Ken, so Alice is setting a task at a lower priority.

**PROJECT BACKLOG**

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| 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 | Spawning obstacle (only if it’s not completely random) | Jordan |
| 1h | Power-up – ‘fishing rod’ (see dragos’ power-up document) | Jordan |
| 2h (minimum) | Power-up – shrinking platform | Jordan |
| 2h (minimum) | Power-up – obstacle in the middle of a platform | Jordan |
| 1h | Put background music into the game | Jordan |
| 1h | Put sound effects into the game | Jordan |
| 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 |