**­TEAM** 17

**DATE OF MEETING** 11/02/2018

**TIME OF MEETING** 4pm

**ATTENDEES** Alix Roden Ryan Flatt

**APOLOGIES FROM** Harry Leech - Ill

Oliver Greenwell - Not present

**Postmortem of previous weeks work:-**

**What went well:-**

Team members are communicating and working together, we have no issues with each other

**What went badly:-**

We originally planned to meet on one occasion, however due to lack of communication team members were late to the meeting

The presentation we produced wasn't up to a high enough standard and we had poor initial planning

We haven't been using JIRA to its full potential

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

More communication between team members

Update JIRA more commonly

Document everything

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

Create a basic working prototype and design documents detailing the layout and design of the mobile game

**Tasks for the current week:-**

Alix Roden's tasks :  
  
Fix the issue with the score being updated multiple times when clicking over a note - 1h

Cleanup code - 1h

Ryan Flatt's tasks :

Improve initial mockup to a professional standard - 2h  
Create design documents - 2h

Harry Leech's tasks :

Create a geometric background for the game - 3h

Oliver Greenwell's tasks : none given due to not participating in the group project so far

**Next Meeting :-**

We will be meeting for 6 hours in the labs on Wednesday afternoon. This will enable us to complete the work for this current week. We will then set tasks for the new sprint.