**Level 4/5 - Group 5**

**DATE OF MEETING**

21/03/2018

**TIME OF MEETING**

10:30 – 12:30

**ATTENDEES**

Henry Crofts, Dawid Hojka, Samuel McMillan

**APOLOGIES FROM**

Ashely Long

**Postmortem of previous weeks work: -**

The previous weeks work was all completed however there were still 14 hours work open on Tuesday evening with 9 hours 45 minutes remaining when the sprint was closed. There was a lack of communication from the team with Ashley missing two meetings only to email at 3:00AM on Wednesday 18th explaining why he had gone AWOL.

**What went well: -**

What work was completed was completed to a good acceptable standard.

**What went badly: -**

Communication was not as good as it could have been, and Samuel forgot to update his JIRA tasks making it seem like there was more uncompleted work than there was.

**What can be done to improve the current week?**

Communication needs to be vastly improved, this is due to the end of the development cycle looming over and any spare time could be reassigned to make sure the game is completed to the best of the team’s ability.

**Meeting Minutes: -**

Unfortunately, Ashley was unavailable again for the meeting, this has been a long ongoing issue. The rest of the team met up and discussed the tasks that had been completed throughout the week and what tasks were left to complete. Samuel and Dawid agreed to use the rest of the time they had for the week to spend time playtesting with new and old testers showing the new updated iteration of the game. While I spent time fixing major bugs such as the first player would have a disadvantage as they would need to tap to get the game started. This has since been fixed. We went over what else needs to be done to the game to complete ready for the final presentation.

The team was happy with the direction of the game and look forward to seeing it in its completed state. We hope to spend the final sprint of the development cycle playtesting the game and making any iterative changes that result from the playtesting feedback.

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

Focus on polishing the game and implementing any completed assets into the game. Increase communication so any spare time can be used to make sure as much is completed as possible in the following two weeks.

**Tasks for the current week: -**

* **Henry Crofts / 30 minutes –** Management tasks (Jira, Github, etc...)
* **Henry Crofts / 3 Hour** – Use score system to make customers move between bars.
* **Henry Crofts / 2 Hours –** Implement new updated assets into build.
* **Henry Crofts / 2 hours –** Game Jam in labs
* ***7 Hours 30 minutes***
* **Ashley Long / Indefinite –**  Predisposed
* ***0 Hours 0 minutes***
* **Dawid Hojka / 2 Hours –** Finalize new sushi bar assets with team colours
* **Dawid Hojka / 2 Hours –** Create chef animation for “using” actions etc washing up, cooking etc…
* **Dawid Hojka / 2 Hours –** Game Jam in labs
* ***6 Hours***
* **Samuel McMillan / 1 Hour –** Create a new menu screen
* **Samuel McMillan / 1 Hour –** Create a new end screen
* **Samuel McMillan / 1 Hours –** Create new information screen
* **Samuel McMillan / 1 Hour –** Create cross button to close information screen
* **Samuel McMillan / 2 Hours –** Game Jam in labs
* ***6 Hours***

If there are any questions about your tasks, please contact me as soon as possible so I can help you understand your tasks.

The next meeting will be Wednesday 25th time to be assigned depending on tutor meeting. Please let me know as soon as possible if you are unable to make this meeting or if you have any issues with any of your tasks.