**Level 4/5 - Group 5**

**DATE OF MEETING**

25/03/2018

**TIME OF MEETING**

10:00 – 12:00

**ATTENDEES**

Henry Crofts, Dawid Hojka, Samuel McMillan

**APOLOGIES FROM**

Ashely Long

**Postmortem of previous weeks work: -**

All work set from the previous week was completed effectively and on time. Ashley is still AWOL with no sign of a return, this has set the team back slightly, but the game is still set to be completed on time for the final pitch on 2nd May 2018.

**What went well: -**

What work was completed was completed to a good acceptable standard, and on time. The team started to communicate efficiently updating everyone on the progress of their tasks.

**What went badly: -**

Loosing Ashley Long set the team back slightly, with everyone not sure if there would be enough time to complete everything, this was overcome, and tasks assigned effectively to ensure the project was still completed with good time.

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

Make sure that updates are given consistently so everyone can make sure they are all on track with were they should be at this point in the development cycle working through the final week.

**Meeting Minutes: -**

Ashley was not present again, at this point I do not think he is a part of the group anymore. The team meeting went well, everyone turned up on time however Samuel had to go at 11:45. The team discussed their previous weeks tasks with Samuel explaining how the UI for the main menu, help screen and end screen was to be set up to work with his design.

Once we had spoke about this the group arranged to meet with Chris Janes for a code review to help with the fixing of a major bug with customers facing the wrong way, meaning that the “activator” node was not on a path that the “sushi” node would pass over.

Once the meeting with Chris finished Dawid and Samuel spent some time working through their tasks for the this upcoming sprint to get ahead for the week to make sure that everything was finished before the development deadline. The team were all happy with their tasks and everyone agreed to get as much playtesting in, incase there are a few final adjustments to be made to the game.

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

Made sure that ALL major tasks are completed, and the game is in a finished and polished state. Communication must be at its best, updating everyone on any playtesting feedback so adjustments can be made in good time.

**Tasks for the current week: -**

* **Henry Crofts / 30 minutes –** Management tasks (Jira, Github, etc...)
* **Henry Crofts / 30 minutes** – Fix customer rotation bug
* **Henry Crofts / 30 minutes –** Fix customer movement bug for player two
* **Henry Crofts / 30 minutes –** Update menu screen background art
* **Henry Crofts / 30 minutes –** Update help screen to be a pop up rather than new scene
* **Henry Crofts / 30 minutes –** Update end screen to be a pop up rather than a new scene
* **Henry Crofts / 1 hour –** Playtest latest build of game
* **Henry Crofts / 2 hours –** Game Jam in labs
* ***6 Hours 0 minutes***
* **Ashley Long / Indefinite –**  Predisposed
* ***0 Hours 0 minutes***
* **Dawid Hojka / 30 minutes –** Find sounds for button presses
* **Dawid Hojka / 30 minutes –** Find sounds for incorrect sushi hit
* **Dawid Hojka / 30 minutes –** Find sounds for correct sushi hit
* **Dawid Hojka / 30 minutes –** Create new asset for “activator” node
* **Dawid Hojka / 2 hours –** Playtest latest build of the game
* **Dawid Hojka / 2 hours –** Game jam in labs
* ***6 Hours 0 minutes***
* **Samuel McMillan / 30 minutes –** Create new play button for menu screen
* **Samuel McMillan / 30 minutes –** Create new info button for menu screen
* **Samuel McMillan / 30 minutes –** Create new menu button for end screen
* **Samuel McMillan / 2 hours 30 minutes –** Playtest latest build of the game
* **Samuel McMillan / 2 Hours –** Game Jam in labs
* ***6 Hours 0 minutes***

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 Monday 30th April at 10:30AM. 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.