**Level 4/5 - Group 5**

**DATE OF MEETING**

07/02/2018

**TIME OF MEETING**

9:00AM – 4:30PM

**ATTENDEES**

Henry Crofts, Ashely Long, Samuel McMillan, Dawid Hojka

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

All the work last week was completed on time as requested by each team member, this showed a good dedication to the team.

**What went well: -**

All work was completed on time, meetings were attended promptly.

**What went badly: -**

Sometimes communication lacked slightly from the team when tasks were completed, JIRA not updated on time.

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

Keep communication up between team members and make sure everyone is on track.

**Meeting Minutes:-**

Today was the presentation, all members of the team turned up at 9:00AM to prepare for the presentation, making final adjustments where needed. Once the adjustments were made the team proceeded to practice the presentation until it was time to present. We did this to ensure that everyone know what to say and when during the pitch.

After the presentation the team gathered to discuss tasks for the coming week and to arrange a follow up meeting on Monday 12th February at 11:30AM.

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

The aim of this weeks sprint is to get a functional prototype of the game uploaded onto GitHub and some concept screen ideas.

**Tasks for the current week:-**

**Henry Crofts / 5 Hours –** Create the Unity build, and get a functional prototype working for the rest of the team to use and experiment with.

**Henry Crofts / 0.5 Hour –** Management tasks, set tasks for team and make sure GitHub is tidy.

**Ashley Long / 2 Hours –** Research potential rewards and gratification to show the player with each interaction to provide feedback to the player.

**Ashley Long / 2 Hours –** Create different layout concepts for the game scene to be tested on different mobile and tablet devices.

**Dawid Hojka / 4 Hours –** Make an attempt at implementing the Quick Time Event system to be used at the top of the screen.

**Samuel McMillian / 2 Hours –** Create the level background.

**Samuel McMillan / 2 Hours –** Design a fun and engaging level.

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

Our next meeting will be held on Monday 12th February in A202 at 11:30AM. Please let me know as soon as you can if you will not be able to make the meeting.