**Level 4/5 - Group 5**

**DATE OF MEETING**

07/02/2018

**TIME OF MEETING**

4:30PM – 5:30PM

**ATTENDEES**

Ashely Long, Samuel McMillan, Dawid Hojka

**APOLOGIES FROM**

Henry Crofts

**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:-**

The team met to discuss some changes to the game, there was a discussion about how we could implement powerups to increase the adversarial aspect of the game, which could be gained by completing combos or the combos could give the player a score multiplier. There were also talks on how the Quick Time Events (QTE) could be improved, such as pulling it down from the top of the screen and incorporating it more into the game or adding functionality with the gyroscope to tilt the nodes. There were suggestions on how the User Interface (UI) might look within the game, and how the scene would be presented.

There were many issues discussed, some of the issues led to the team deciding that there will need to be more research done in some aspects of the game to see how to implement them and if they would help the game fit the brief. The meeting was adjourned with the team agreeing to meet just before the tutor meetings on Wednesday 14th at 8:45.

**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 –** Design the game level to be engaging and fun for our demographic.

**Ashley Long / 2 Hours –** Create a variety of UI mock up, to be used to be tested on different mobile 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 different combinations of UI and backgrounds to create concept ideas and designs.

**Samuel McMillan / 2 Hours –** Create a combination of background mock ups, to be used to be tested on different mobile devices.

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 Wednesday 14th February in A202 at 8:45AM. Please let me know as soon as you can if you will not be able to make the meeting.