**Level 4/5 - Group 5**

**DATE OF MEETING**

07/02/2018

**TIME OF MEETING**

9:00AM – 1:30PM

**ATTENDEES**

Henry Crofts, Ashely Long, Samuel McMillan, Dawid Hojka

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

The team worked hard to get all the tasks completed on time, communication was good from Ashley and slightly lacking from Samuel and Dawid. Overall the work was all completed without any issues, I was unable to complete my tasks due to unforeseen circumstances which is regrettable.

**What went well: -**

All meetings were attended and work from other teams members all completed.

**What went badly: -**

Sometimes communication lacked slightly from the team and some tasks were misinterpreted. My tasks were not able to be completed.

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

Keep communication up between team members and make sure everyone is on track, constantly checking that team members understand exactly what it is they are supposed to achieve.

**Meeting Minutes:-**

Today the team met with Eddie who went over some very good points about designing and presenting a pitch, we covered Guy Kawasaki’s 10/20/30 rule and spoke about how we could adapt this to our own pitches. The team took all of this into consideration and will aim to produce a better presentation.

After Eddie’s meeting we had to meet with Dave who spoke to us about the design choices we had made and how our game did/didn’t meet the brief. We came away with some good feedback that the team will spend time designing ways to improve some aspects of the game; one issue that Dave pointed out is that the players are essentially playing two separate games.

After the meetings the team met back in A212 to discuss the weeks tasks and the feedback we had just received. This led us to deliberate the idea of schadenfreude and how we might incorporate this into our game, this would aim to bring the two players together rather than just playing two separate games. One way we thought about overcoming this problem was to use the gyroscope in the phone to tilt the objects until they are lined up, this would then allow the other player to “*nudge”* their opponent distorting their trajectory to the goal.

After a long discussion the team felt that we would need to revise our demographic as we feel we might not be catering for *“Casual Gamers”* as well as we first thought. This has led to use deciding that we will need to do a bit more research which could result in some alteration of the final product.

We also felt that we should revise our demographic as we are not sure that we are catering for “*Casual Gamers”* so this will require a bit more research and adjustments to the game design. The meeting was adjourned with the team agreeing to meet on Monday 19th 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 with some concept screen ideas and research back into demographics

**Tasks for the current week:-**

* **Henry Crofts / 0.5 Hour –** Management tasks (Jira, Github, etc..)
* **Henry Crofts / 3 Hours –** Research into how to use and implement the Gyroscope with Unity.
* **Henry Crofts / 2 Hours –** Research other mechanics that could be used to suit a “*CASUAL GAMER”*forgetting about the current theme and game, just think of the bare mechanics.
* **Ashley Long / 0.5 Hour –** Write up some questions to be asked to potential playtesters.
* **Ashley Long / 2 Hours –**  Design a “*Sushi bar”* showing clearly where the player will be playing.
* **Ashley Long / 1.5 Hours –** Design a chef for the center of the screen and some of the rewards he might say to the players.
* **Ashley Long / 2 Hours –** Research other mechanics that could be used to suit a “*CASUAL GAMER”*forgetting about the current theme and game, just think of the bare mechanics.
* **Dawid Hojka / 2 Hours –** Spend time working on the aspect ratio of the game, working out how to get the game to scale correctly with different devices.
* **Dawid Hojka / 0.5 Hour –** Write up some questions to be asked to potential playtesters.
* **Dawid Hojka / 1.15 Hours –** Design a chef to be in the center of the room serving the customers.
* **Dawid Hojka / 1.15 Hours –** Design some sushi to be used as the “*nodes”* the players will have to align correctly.
* **Dawid Hojka / 1 Hour –** Research other mechanics that could be used to suit a “*CASUAL GAMER”*forgetting about the current theme and game, just think of the bare mechanics.
* **Samuel McMillian / 1 Hours –** Design the title screen for the game.
* **Samuel McMillian / 2 Hour –** Research into schadenfreude and come up with ways we might be able to implement and achieve this in our game.
* **Samuel McMillan / 2 Hours –** Research other mechanics that could be used to suit a “*CASUAL GAMER”*forgetting about the current theme and game, just think of the bare mechanics.
* **Samuel McMillan / 1 Hour –** Spend some time researching demographics to more suit the *“CASUAL GAMER”* feel free to use Dawid Hojka’s notes but please do some additional research on what makes up a *“CASUAL GAMER”*.

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 19th February in A212 at 11:30AM. Please let me know as soon as you can if you will not be able to make the meeting.