**Level 4/5 - Group 5**

**DATE OF MEETING**

19/02/2018

**TIME OF MEETING**

11:30AM – 12:00PM

**ATTENDEES**

Henry Crofts, Samuel McMillan, Dawid Hojka

**APOLOGIES FROM**

Ashely Long

**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:-**

The team met up to discuss the possible changes we had thought about from the feedback we received on Wednesday 14th February. We decided not to change too much about the game in terms of an overhaul but found some points where changes could be made. We spoke about any issues that the team were having and clarified any issues in regards to the teams tasks.

We will be meeting on Wednesday 21st February to assign the new tasks for the week and to work in a game jam sense in the labs.

**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.