**Level 4/5 - Group 5**

**DATE OF MEETING**

26/02/2018

**TIME OF MEETING**

10:30AM – 12:30PM

**ATTENDEES**

Henry Crofts, Samuel McMillan, Dawid Hojka, Ashely Long

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

The previous weeks work was completed and uploaded promptly. Tasks on JIRA were updated with good time with only a few tasks being completed last minute. Communication lacked slightly towards the end of the week but overall we had a good weekly sprint.

**What went well: -**

Work was completed to a good standard with JIRA being updated correctly.

**What went badly: -**

Towards the end of the week communication lacked and Ashley went quiet on emails.

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

Everyone needs to make sure that they are emailing regularly and keeping the team updated with their tasks so everyone knows what stage the game is at.

**Meeting Minutes:-**

The team met up to discuss some possible changes to the game, what was working and what went well. After we discussed any issue that the team were experiencing and receiving apologies for absence the team went on to complete a game jam, working to finish off any outstanding tasks or to work on anything that needed urgent attention.

**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 updated artwork.

**Tasks for the current week:-**

* **Henry Crofts / 1 Hour –** Management tasks (Jira, Github, etc..)
* **Henry Crofts / 4 Hours –** Create a functional prototype of the game to be used for playtesting during the next sprint.
* **Henry Crofts / 1 Hour –** Game Jam in the labs for extra work to complete.
* **Ashley Long / 1 Hour –** Design the title screen for the game.
* **Ashley Long / 1.5 Hours –**  Design some rules to be displayed on the information screen
* **Ashley Long / 1.5 Hours –** Design the information screen to be used in the prototype build.
* **Ashley Long / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Dawid Hojka / 2 Hours –** Select a few characters to be designed for use in the prototype.
* **Dawid Hojka / 2 Hours –** Create the sushi node assets to be used within the game.
* **Dawid Hojka / 2 Hours –** Game Jam in labs for extra work to complete.
* **Samuel McMillian / 2 Hours –** Create a mockup background art for the new design of the game. (Please verify work before starting polish).
* **Samuel McMillian / 2 Hour –** Update background art to a standard for playtesting.
* **Samuel McMillan / 2 Hours –** Game Jam in labs for extra work to complete.

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 28th February in A212 at 9:00AM. Please let me know as soon as you can if you will not be able to make the meeting.