**Level 4/5 - Group 5**

**DATE OF MEETING**

05/03/2018

**TIME OF MEETING**

10:30 – 12:30

**ATTENDEES**

Henry Crofts, Samuel McMillan, Dawid Hojka,

**APOLOGIES FROM**

Ashely Long

**Postmortem of previous weeks work:-**

The team completed tasks effectively outlining any issues that arose, unfortunately Ashley had some personal issues which resulted in a minor setback, but work was still completed within the sprint time frame.

**What went well: -**

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

**What went badly: -**

There was a slightly confusion with some tasks and Ashley had some personal issues that affected his available time for the last sprint.

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

If anything comes up then the team will need to communicate effectively and keep everyone updated so that adjustments can be made.

**Meeting Minutes:-**

On Monday 5th March the team met up to undertake a game jam to complete any outstanding tasks and carry out any new tasks to fix any issues or add new content. Unfortunately Ashley was unable to make the meeting due to personal issues, and Samuel was one hour late. Other than these set backs the team was focused and got more completed than was allocated. However the game is regrettably not at a stage that I would have liked it to be at, at this current stage.

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

Complete the prototype and get some assets completed along with level design.

**Tasks for the current week:-**

* **Henry Crofts / 1 Hour –** Management tasks (Jira, Github, etc..)
* **Henry Crofts / 1.5 Hours –** PowerPoint presentation
* **Henry Crofts / 1 Hour –** Implement score system
* **Henry Crofts / 1.5 Hours –** Fix current spawners
* **Henry Crofts / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Ashley Long / 1.5 Hours –**  Complete some level design to keep the competition high, but clutter down.
* **Ashley Long / 1 Hour –** Information for the PowerPoint
* **Ashley Long / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Ashley Long / 1.5 Hours –** Design chefs for both players
* **Dawid Hojka / 2 Hours –** Design and draw up some “customers” to place around the “shop”
* **Dawid Hojka / 2 Hours –** Game Jam in labs for extra work to complete.
* **Dawid Hojka / 1 Hour –** PowerPoint information
* **Samuel McMillian / 1 Hour –** PowerPoint information
* **Samuel McMillan / 2 Hours –** Game Jam in labs for extra work to complete
* **Samuel McMillan / 3 Hours –** Create artwork for the restaurant

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 7th March in A212 at 9:00AM. Please let me know as soon as you can if you will not be able to make the meeting.