**Level 4/5 - Group 5**

**DATE OF MEETING**

07/03/2018

**TIME OF MEETING**

9:00 – 12:30

**ATTENDEES**

Henry Crofts, Samuel McMillan, Dawid Hojka, Ashely Long

**APOLOGIES FROM**

**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. Extra tasks were completed during the allocated game jam time that were not set for the previous sprint.

**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. Some design confusion that was eventually resolved.

**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:-**

The team met up in the Atrium building to complete some finishing touches to the presentation, filling in some missing content. We then had to move over to the Waterfront building to find a spare room where the team could practice the pitch. Once the team had gone through the presentation a couple of time and we were comfortable we drafted in an audience to watch the pitch and deliver any feedback as to how we were presenting.

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

Fix bugs within the prototype, bring in some real assets and playtest.

**Tasks for the current week:-**

* **Henry Crofts / 1 Hour –** Management tasks (Jira, Github, etc..)
* **Henry Crofts / 1 Hour** – Fix issues with score system.
* **Henry Crofts / 1 Hour –** Fix self-deleting node bug.
* **Henry Crofts / 1 Hour –** Fix turns and node spawn bugs.
* **Henry Crofts / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Henry Crofts / 15 Minutes** – Create tutorial doc to put game on phone.
* **Ashley Long / 1.5 Hours –**  Take the game to playtest and gather feedback.
* **Ashley Long / 1 Hour –** Research some sound effects to be implemented within the final game.
* **Ashley Long / 1 Hour –** Draft up questionnaire for the playtest task.
* **Ashley Long / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Dawid Hojka / 2 Hours –** Complete 4 more characters to be placed within the shop.
* **Dawid Hojka / 1 Hours –** Take the game to playtest and gather feedback.
* **Dawid Hojka / 1 Hour –** Design floor for the sushi bars
* **Dawid Hojka / 2 Hours –** Game Jam in labs.
* **Samuel McMillian / 1.5 Hours –** Take the game to playtest and gather feedback.
* **Samuel McMillan / 1.5 Hours –** Design sushi bars for each player. Give the raised effect and the conveyor on top.
* **Samuel McMillan / 2 Hours –** Game Jam in labs.

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 12th March in A212 at 10:30AM. Please let me know as soon as you can if you will not be able to make the meeting.