**Level 4/5 - Group 5**

**DATE OF MEETING**

14/03/2018

**TIME OF MEETING**

10:00 – 12:30

**ATTENDEES**

Henry Crofts, Samuel McMillan

**APOLOGIES FROM**

Ashely Long, Dawid Hojka

**Postmortem of previous weeks work: -**

In terms of work, everything went well with tasks being completed on time and the team communicating effectively. However, attendance has been an issue that has slowly been getting worse as the project progresses with members emailing just before a meeting to inform the team they will not be present.

**What went well: -**

Work was all completed swiftly by the three level 1 designers and the build has been evolving nicely. Communication between the team regarding tasks was good with updates being sent out regularly.

**What went badly: -**

Unfortunately, during the scheduled game jam, two members were not able to attend sending emails out at 09:52AM and 10:16AM excusing themselves before the 10:30 meeting. We were also unable to get any playtesting in this week due to major bugs breaking the game and rendering it unplayable.

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

Make sure that work is completed towards the beginning of the sprint, this way if anything goes wrong we can try and pick it up on the Monday morning during the game jam. Attendance also needs to be improved.

**Meeting Minutes: -**

As like the Monday meeting, only have of the team were able to make it to the tutorials with Dave Pimm and Eddie Duggan. We started the tutorial sessions with Dave who said that our game was heading in the right direction we just needed to make some minor tweaks to the game. It was also suggested to us that we needed to include a negative feedback loop, as we are including a positive feedback loop with the repositioning of characters around the restaurant giving a clear indication of the player who is winning.

Taking away the feedback that Dave and the rest of the students in the class gave us, we have gone away to research and experiment with negative feedbacks and finding ways we might be able to implement them within our game, such as player two being able to sabotage player one with some moldy sushi on player ones turn etcetera.

Eddie then gave us feedback on our presentations explaining the impact an embedded video would have on a presentation instead of using a GIF or a link to a YouTube video. We were shown how to embed videos quickly and easily using PowerPoint 2016, he also gave us some suggestions on how to use an embedded video such as playing on 2x speed to quickly loop through the video allowing the audience to see and understand the game play as the team presents.

After the tutorials Samuel McMillan and myself met in the small games lab to discuss the feedback we had received through the tutorials and how we might progress forward with this week’s sprint.

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

Experiment with and implement at least one form of negative feedback.

**Tasks for the current week: -**

* **Henry Crofts / 1 Hour –** Management tasks (Jira, Github, etc...)
* **Henry Crofts / 1.5 Hours** – Implement score function with customers moving
* **Henry Crofts / 1 Hour –** Fix touch input to correctly delete selected node.
* **Henry Crofts / 1.5 Hours –** Cause a customer to ask for sushi
* **Henry Crofts / 2 Hours –** Game Jam in the labs for extra work to complete.
* **Henry Crofts / 1 Hour** – Implement designer’s art work
* **Henry Crofts / 1 Hour** – Make the template for the next pitch presentation
* ***9 Hours***
* **Ashley Long / 2 Hours –**  Research negative and positive feedback loops
* **Ashley Long / 2 Hours –** Come up with ideas relating to the feedback loop research
* **Ashley Long / 2 Hours –** Game Jam in the labs for extra work to complete.
* ***6 Hours***
* **Dawid Hojka / 2 Hours –** Come up with ideas relating to the feedback loop research
* **Dawid Hojka / 2 Hours –** Research negative and positive feedback loops
* **Dawid Hojka / 2 Hours –** Game Jam in labs.
* ***6 Hours***
* **Samuel McMillian / 2 Hours –** Research negative and positive feedback loops
* **Samuel McMillan / 2 Hours –** Come up with ideas relating to the feedback loop research
* **Samuel McMillan / 2 Hours –** Game Jam in labs.
* ***6 Hours***

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 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.