**Level 4/5 - Group 5**

**DATE OF MEETING**

14/03/2018

**TIME OF MEETING**

10:00 – 12:30

**ATTENDEES**

Henry Crofts, Samuel McMillan, Ashely Long

**APOLOGIES FROM**

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: -**

Today the team went over what was researched during the week about negative and positive feedback loops, some good ideas were discussed but ultimately the team was not able to cement a unanimous vote. We have decided to get support from Dave Pimm to ensure that the feedback loops work how we would expect. I worked on implementing more of the art assets that came late from Samuel while Ashley investigated ways we could implement the feedback loops and bringing both players together in a more engaging way, rather than as if they’re playing two separate games.

**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.