**Level 4/5 - Group 5**

**DATE OF MEETING**

21/03/2018

**TIME OF MEETING**

9:30 – 13:00

**ATTENDEES**

Henry Crofts, Ashely Long

**APOLOGIES FROM**

Dawid Hojka, Samuel McMillan

**Postmortem of previous weeks work: -**

The previous week was an average week, we didn’t fall behind on tasks but unfortunately attendance was lacking, Dawid was unable to turn up to either meeting due to an ongoing illness whereas Ashley was unable to attend due to unforeseen circumstances. Although the work load was completed Tuesday sprinting is to try to be avoided. Attendance needs to be improved.

**What went well: -**

Work was completed to a good standard.

**What went badly: -**

Attendance and communication still really needs to be improved by all members of the team. Emails should be sent out regularly to keep other team members, the tutors and myself up to date with when tasks are completed and attendance of meetings.

**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’s meeting was with Rob discussing how the team is progressing. His feedback overall was positive for the team however there are some aspects that still really need to be improved upon, this was discussed today with Ashley. Unfortunately, Samuel was not able to attend either meeting at 9:30 or 12 with no explanation, he was later seen in the labs.

During the morning session at 9:30 Ashley and myself spoke about ways we would be able to improve the current build of the game, some of the talking points were:

* **The Scale of the game:** We both decided that there was a lot of unused space because everything was so small, this could be fixed by scaling up the camera, followed by the assets. This would make it easier to be able to tap on the nodes as they travelled round the sushi bar.
* **Playtesting:** We managed to get a few students to unofficially playtest the game just to check with the new scale of the game and receive some feedback before we pressed on more with the scaling.
* **Attendance:** We spoke about the current lack of attendance from the team, however this was not very easy to talk about with half of the team missing.
* **Direction:** Another talking point was the direction of the game and what still needed to be implemented.

Tasks will be assigned over the Easter vacation; however these will be shot light tasks spread across a longer sprint to account for any holidays the team could be going on. I will try and set up 1 meeting over the holidays just to check in with the team.

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

Increase email communication, especially now that the team is going on vacation for two weeks it is important the team and myself are updated of any changes that happen throughout the holidays.

**Tasks for the current week: -**

* **Henry Crofts / 1 Hour –** Management tasks (Jira, Github, etc...)
* **Henry Crofts / 1 Hour** – Update the scale and visuals of the game
* **Henry Crofts / 3 Hours –** Playtest most recent build
* ***5 Hours***
* **Ashley Long / 1 Hours –**  Find / create a sound effect for when the player taps a sushi node correctly
* **Ashley Long / 1 Hours –** Find / create a sound effect for when the player taps a sushi node incorrectly
* **Ashley Long / 3 Hours –** Playtest most recent build
* ***5 Hours***
* **Dawid Hojka / 1 Hours –** Finalize chef feedback to player
* **Dawid Hojka / 1 Hours –** Add team colour palette to sushi bars
* **Dawid Hojka / 3 Hours –** Playtest most recent build
* ***5 Hours***
* **Samuel McMillan / 1 Hours –** Create the PLAYER # WINS text for the end screen
* **Samuel McMillan / 1 Hours –** Finalize chef speech bubble pop up art work
* **Samuel McMillan / 3 Hours –** Playtest most recent build
* ***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

Please enjoy your Easter holiday, I will try and set up a meeting somewhere in the middle of the holiday so we can see where we all are on tasks, I will keep you updated.