**Level 4/5 - Group 5**

**DATE OF MEETING**

21/03/2018

**TIME OF MEETING**

8:00 – 12:30

**ATTENDEES**

Henry Crofts, Dawid Hojka, Samuel McMillan

**APOLOGIES FROM**

Ashely Long

**Postmortem of previous weeks work: -**

The previous weeks have been the Easter vacation, some work was completed for the time scale of the sprint (2 weeks) with all members correctly uploading their work to GitHub and logging tasks on JIRA.

**What went well: -**

Work was completed to a good standard.

**What went badly: -**

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

Work will need to be picked up again after the Easter vacation has taken place to make sure that the game is completed to a high standard.

**Meeting Minutes: -**

Today the team met up at 10:30 to take part in the game jam, during the game jam we spoke about;

* **What changes needed to be implemented:** We discussed issues that we could identify ourselves and from previous playtesting, we gathered all the points together and planned for achievable goals and what we needed to accept would not be finished.
* **Playtesting:** We used the rest of the game jam time to find other students to playtest the current build of the game, to make sure we had the latest feedback for the presentation.

Each member left the meeting know what is expected of them for the following week.

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

Keep the team updated on everything that is being completed so we can keep a close eye on the progression state of the game and make sure everything gets completed on time and efficiently.

**Tasks for the current week: -**

* **Henry Crofts / 30 minutes –** Management tasks (Jira, Github, etc...)
* **Henry Crofts / 1 Hour** – Implement score system that updates when a node is tapped.
* **Henry Crofts / 2 Hours –** Cause a customer to ask for a sushi on each player’s turn
* **Henry Crofts / 45 minutes –** Implement negative feedback loop of conveyor belts speeding up depending on score.
* **Henry Crofts / 30 minutes –** Update Node colliders to increase responsiveness with player input
* **Henry Crofts / 2 hours –** Game Jam in labs
* ***6 Hours 45 minutes***
* **Ashley Long / 30 minutes –**  Create play button for main menu
* **Ashley Long / 30 minutes –**  Create information button for main menu
* **Ashley Long / 30 minutes –**  Create quit button for main menu
* **Ashley Long / 2 Hours –** Create slides and content for presentation
* **Ashley Long / 2 Hours –** Game Jam in labs
* ***5 Hours 30 minutes***
* **Dawid Hojka / 2 Hours –** Create slides and content for presentation
* **Dawid Hojka / 1 Hours –** Update chef designs to fit with customer designs
* **Dawid Hojka / 1 Hours –** Create chef animations
* **Dawid Hojka / 2 Hours –** Game Jam in labs
* ***6 Hours***
* **Samuel McMillan / 30 minutes –** Create a restart button for end screen
* **Samuel McMillan / 30 minutes –** Create menu button for end screen
* **Samuel McMillan / 2 Hours –** Game Jam in labs
* **Samuel McMillan / 2 Hours –** Create slides and content for presentation
* **Samuel McMillan / 1 Hour –** Finalize chef speech bubble pop up
* ***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.

The next meeting will be Wednesday 18th April at 8:00AM. Please let me know as soon as possible if you are unable to make this meeting or if you have any issues with any of your tasks.