**Group 9**

**07/02/18**

**3:32pm**

**ATTENDEES:**

**Thomas**

**Jayden**

**Cristian**

**Postmortem of previous weeks work: -**

**What went well: -**

**Jaydens work was completed on Friday, two days after the task being set.**

**Even though we changed ideas on Monday, we could create a presentation covering all aspects of the game idea.**

**What went badly: -**

**We had to re-do certain slides due to the game idea change.**

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

Make sure everyone is emailing if they have any problems or issue to do with meetings or tasks.

Complete tasks before Monday evening.

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

**Getting a working prototype of the main mechanic.**

**Getting base assets created to add into the scene.**

**Tasks for the current week: -**

You need to make absolutely clear that participants understand the scope of the tasks they are being asked to complete and that they have estimated how long they will take to finish. No more than 6 hours p/w per person. **Remember tasks should be short, specific – not 6 hours! Broken down into logical segments and time limited**

Thomas McCarthy tasks: Create the building -2 hours Managerial tasks- 2 hours

Jayden Murray tasks: Projectiles 3-4 -3 hours Fonts 1-2- 3 hours

Cristian Hanganu tasks: Getting the main mechanic work in a simple prototype (no assets) -6 hours

(These tasks to be uploaded and tracked on JIRA)

Timeslot agreed for you studio lab work. Minimum 3 hours in labs together as a team.

Monday 14th 2018 12pm-2pm

Any other business.