**Group 9:**

**07/03/18**

**16:00**

**ATTENDEES:**

**Thomas McCarthy**

**Jayden Murray**

**Cristian Hanganu**

**APOLOGIES FROM**

**Postmortem of previous weeks work:-**

**What went well:-**

**We restructured the project to make sure that we have a working prototype that fits the brief and also gives us enough time to play test and iterate.**

**What went badly:-**

**No suitable prototype to show for the Alpha pitch due to the game being created in 3D despite the brief specifying 2D.**

**Have not been able to play test and get feedback to show during the pitch.**

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

**I will be working on making a prototype as well as Cristian to make sure that one will be available for next week to play test.**

**Part of the feedback from the presentation was that our presentations do not contain any correct design termonology ;**

**The demographic type (Achiever) and how they love to interact with the in game world. This was not properly explained in the presentation due to nerves however lecturers found that it did not relate to our game idea at all.**