**Group 9**

**14/03/18**

**10am**

**ATTENDEES:**

**Thomas**

**Jayden**

**Cristian**

**Postmortem of previous weeks work:-**

**What went well:-**

**Cristian is making goo progress with the game, and now knows how to fix the problem he has been having with one of the mechanics. Cristian promises that he will have a game by next week that we will be able to play test throughout the Easter break.**

**Jayden has completed all tasks assigned on time and to a great standard.**

**Created a simple angle feedback which fires prototypes and destroys blocks.**

**What went badly:-**

I did have problems creating my own prototype, casting to my actor caused a major issue due to the actor not having a controller which means I was not able to use keys to choose a power to shoot the projectiles.

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

With the feedback from the presentation, which stated that we did not have any design termonology in our presentation. Due to this I have assigned Jayden the task with researching types of fun and what type of fun we hope to give the player and what type of experience we want for them.