**TEAM: Group 12**

**DATE OF MEETING: 9th March**

**TIME OF MEETING: 12 till 1**

**ATTENDEES: Jamie Gostling, Kiril Kostadinov, Daniel Smith**

**APOLOGIES FROM: Daniel Pokladek - Sent an email about his illness and inability to attend.**

**Postmortem of previous weeks work:-**

**What went well:-**

**Last week in our sprint we compiled a working early prototype and uploaded it to Itch.io in order for the shareholders to review and see group progress. We also pitched our game one more to the shareholders, showing progress and any changes made to the project. From this pitch we were able to receive some really insightful and critical feedback to help carry the development of the game and improve the experience that our game will have on the user.**

**What went badly:-**

**Alongside the events of the pitch there was some difficulties in remaining on the same page as each other. With our inconsistent communication and some other factors that affected our workflow the project we pitched and create a prototype for was lacking some of its features and didn’t create the experience that we wanted. We were very much behind on work which resulted in the increase of tasks left in the backlog of the sprint. Some tasks even stayed in the backlog for several weeks due to an inefficient workflow.**

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

The current goals for this week are as follows:

* Create several sets of material based assets for the prototype.
* Refine the existing mechanics.
* Create more defined UI design and background assets.
* Improve general management and communication between group members

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

As listed above.

**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**

Jamie Gostling: 2 tasks:

* Carry out research towards the design of material sprites: 2h: Task is complete
* Research and sketching of prototype UI: 4h: In-progress

Kiril Kostadinov: 2 tasks:

* Create a mock-up for a dynamic background: 2h: Task is complete
* Create two sets of material sprites: 4h: Task is In-progress

Daniel Pokladek: 2 tasks:

* Create a trajectory indicator for projectiles: 2h: Task is In-progress
* Implement the fundamentals for the “perk drop” mechanic: 4h: Still in the todo column, yet to be started?

Daniel Smith: 2 tasks:

* Implement round time mechanic: 2h: Task is In-progress
* Implement damage multiplier: 2h 30m: Task is In-progress

(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.

The lab time in this weeks sprint will be spent on the Wednesday. 14th of March when we plan to combine all our the weeks work and playtest it with the creation of a new prototype and to gather feedback.

Estimate lab time: 2-3hrs

Any other business.

N/A