**TEAM:** Group 12

**DATE OF MEETING:** 7th February 2018

**TIME OF MEETING**: 10am – 5pm

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

**APOLOGIES FROM:** N/A

**Postmortem of previous weeks work:**

We have successfully created a presentation for our initial pitch, and we have presented it to the teachers. The work went very well, although there were some troubles with logging hours on Jira, but that has been sorted out since. Some of the work was done very late, and we have not been updated about that; but we have discussed about it and it won’t happen next week.

**What went well:**

Because of the research tasks and the additional hours, we have logged in the labs, we were able to work and create a presentation for our first pitch; we were able to practice the presentation so that we could present it in a professional way. We have presented our idea to the teacher’s who were positive about the game, although there were similar games being presented thus we must work on making our game stand out. Overall the presentation went very well, and everyone was satisfied.

**What went badly:**

The only negative part about the presentation was that it was too short, thus next time we should think about extending the presentation. We also need to think about making our game idea stand out more, as there will be a lot of games similar to what we are creating, we should add some features that will make it a better product over the other games.

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

We need to log the work on Jira and constantly finish work on time/avoid Tuesday sprinting. More emails need to be sent to make sure that the whole team is up-to-date with what is currently happening in the project.

**Overall Aim of the weeks sprint:**

We need to start working on prototypes for our game, as the teachers were positive about it we can now fully commit into prototyping different ideas for the game. The designers will work on creating moodboards and concepts for the game, while the programmers will work on creating the

**Tasks for the current week:**

You need to make 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**

Daniel Smith: 1 Tasks - 3hrs

Kiril Kostadinov: 2 Tasks - 3hrs/3hrs

Daniel Pokladek: 3 Tasks - 3hrs/3hrs/2hrs

Jamie Gostling: 3 Tasks - 3hrs/2hrs/1hr