**TEAM:** Group 12

**DATE OF MEETING:** 14th February 2018

**TIME OF MEETING**: 10am – 5pm

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

**APOLOGIES FROM:** Jamie Gostling

**Postmortem of previous weeks work:**

We have finished most of our tasks from last week, we have successfully adapted the idea of our game after the initial pitch. From the feedback we have received from the meeting, we have decided to change few things in our game; to adapt to the given feedback by lecturers and students. The designers will now work on researching the additional mechanics while the programmers will work on adding them into the game.

**What went well:**

This Wednesday’s meeting was mostly focused on any programming issues that anyone might have, as it was carried out by Chris Janes. We have used that time to work on the prototype for our game and working on the mechanics that need to be implemented, while the designers have worked on researching the art style for our game and the additional mechanics that will later be added into the game.

**What went badly:**

N/A

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

N/A

**Overall Aim of the weeks sprint:**

The programmers will continue working on the main prototype for the game, while the designers will continue the research into the art style and mechanics of the game.

**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: 3 Tasks - 2hrs/2hrs/1hr

Kiril Kostadinov: 2 Tasks - 3hrs/3hrs

Daniel Pokladek: 4 Tasks - 3hrs/3hrs/1hr/1hr

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