**TEAM:** Group 12

**DATE OF MEETING:** 21st 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:**

After the meeting with Chris we have continued working on the game, we have had some issues with the game, but we have quickly resolved them. The development progress is running smoothly at the moment with no issues. We are continually receiving feedback about the game.

**What went well:**

This Wednesday’s meetings were with Dave and Eddie. Dave has went over the design part of the game, discussing with us any design aspects of the game that we should address while there is still time. The feedback from Dave has helped us to make few changes to our game, and steer it into the right direction; after the meeting itself we have spoke with Dave and asked for some additional help with the project just to clear some things up.

The next meeting, we had that day was with Eddie, which was focused on the presentations and how to prepare a well-made presentation for our pitches. This meeting had nothing to do with the game itself, but about our soft skills and presenting skills. After this meeting we have spent few hours working on the game, and the mechanics of the game. I have spent some time explaining Daniel S how C# works to get him up and running with the programming side of game.

**What went badly:**

We should have prepared a presentation for Dave’s meeting, even though it was a more relaxed environment, we have not had anything to show to Dave and have missed few of the points. With a proper presentation, next time we can better explain to Dave the idea of our game.

**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/3hrs/1hr

Kiril Kostadinov: 2 Tasks - 2hrs/3hrs

Daniel Pokladek: 3 Tasks - 2hrs/1hr30min/2hrs30min

Jamie Gostling: 3 Tasks - 4hrs/1hrs/1hr