**TEAM -** Group 12

**DATE OF MEETING -** Friday 16th February 2018

**TIME OF MEETING -** 12am till 2pm

**ATTENDEES -** Daniel Smith, Daniel Pokladek, Jamie Gostling

**APOLOGIES FROM -** Kiril Kostadinov

**Postmortem of previous weeks work:-**

**What went well:-** We were able to solidify a theme and choice for the direction of where the art would go. We looked at the progress made design wise and discussed at decent length the kind of design choices and decisions we would make. We were also able to make a sizable amount of progress towards the development of the final core mechanics of the game in order to bring us closer to a prototype.

**What went badly:-** The only big drawback was that we were missing one half of the design team, this meant that when we met and discussed the design of the game it was limited, as I did not know what the other designer had done in the time since we met previously.

**What can be done to improve the current week:-** More meetings or discussion orientated around the design elements and aspects of the game. A more focused direction for the art and game objects will create a much smoother and efficient development path.

**Overall Aim of the weeks sprint:-** The creation of working game assets and the creation of a working prototype to show off the main core mechanics of the game.

**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**

Daniel Pokladek 3 tasks: 1h 30m/ 2h/ 2h 30m

Jamie Gostling 3 tasks: 4h/ 1h/ 1h

Kiril Kostadinov 2 tasks: 3h/ 2h

Daniel Smith 3 tasks: 3h/ 2h/ 1h

(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.

Any other business.