**TEAM:** Group 12

**DATE OF MEETING:** 5th February 2018

**TIME OF MEETING**: 12am – 2pm

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

**APOLOGIES FROM:** Daniel Pokladek

**Postmortem of previous weeks work:-**

**What went well:-** N/A

**What went badly:-** N/A

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

Presentation work needs to be finished with some efficiency as the date for the pitch is closing in, and there is still a lot of content missing. Locking in more mechanics and design choices in order to prepare for the start of game development.

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

To prep for the presentation and practice many run-throughs of the pitch to stay organized and focused. Delivering a focused pitch including the mechanics and design involved.

**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 Smith: 1 Tasks - 3hrs

Kiril Kostadinov: 1 Tasks - 3hrs

Daniel Pokladek: 2 Tasks - 3hrs/2hrs

Jamie Gostling: 1 Tasks - 3hrs

(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.