* Wednesday 6th March 2019, 10:00 -13:30
* Computer Games Labs
* Tom McLaren, Tom McCarthy (late and arrived at 10:30, reason provided prior to meeting) and Amy Potter (late due to traffic, arrived 10:07)
* All present, work undertaken

Post-mortem of Previous Week

Last week the team were working towards creating the minimum amount of assets and a working prototype to show for the presentation. I think we accomplished this aim as we were able to not only showcase a working prototype that demonstrated the core game loop for our project, but also had some art assets to accompany our slides. This meant that we could gain crucial feedback from the tutors about the steps we could take to improve our idea.

On the other hand, some tasks were left outstanding at the end of the sprint. As a team, we underestimated the amount of time that it would take to create some of the art assets for the game, which ultimately led to both Amy and Tom McLaren having an outstanding task at the end of the sprint:

* As a Designer, I want a Drivatar created – Amy (0h of 2h logged)
* As a Designer, create obstacles which fit with our art style – Tom McLaren (2h of 2h logged, but artwork not complete)

Feedback from Presentation

* Well scoped and straightforward solution to brief, particularly due to a lack of having a dedicated coder
* Need to implement visual progress indicators so that player can gauge how close they are to completing the race
* Consider how to prevent players from stopping on a question without answering it
* Consider how you will incorporate a level of excitement into the game, particularly as it is aimed at younger children

Meeting Overview

* Rehearse presentation
* Discuss tasks for upcoming sprint

Aim for the Sprint

* Continue working towards and MVP and incorporate feedback received during the presentation

At 10:30 once Tom McCarthy had arrived, the team found an empty room and rehearsed our slides for the presentation later that day. We also used this time to finalise any information on the slides and ensure that each group member knew exactly what they needed to talk about. At 12:15, we went to the labs to double check that everything in the presentation was working as intended and used this opportunity to do a final run through.

Following the presentations, we sat down as a group to discuss the feedback we received and used this to guide our tasks for the following week. Since the presentations and meeting ran until 13:30, the group decided that they would complete their tasks outside of a jam setting for this sprint.

Tasks for the Upcoming Sprint

Amy

* As a Designer, I want a Drivatar created – 2h
* As a Designer, refine the racetrack variants that were previously created – 1h
* As a Designer, research the UI for tablet/mobile games – 2h
* As a Designer, create a mock up for the menu and in-game UI – 1h

Tom McLaren

* As a Designer, create obstacles which fit with our art style – 2h
* As a Designer, I want a Drivatar created – 2h
* As a Designer, I want a themed vehicle created – 2h

Tom McCarthy

* As a Programmer, make an NPC which acts as a progress indicator for the player – 3h
* As a Programmer, make a game timer for the race – 1h
* As a Programmer, make the racetrack a finite length – 1h
* As a Programmer, implement a basic menu system – 1h

**NEXT MEETING SCHEDULED FOR 13TH MARCH 2019, COMPUTER GAMES LABS**

**MINUTE TAKER – AMY**