* Wednesday 13th February 2019, 10:00 -16:00
* Computer Games Labs
* Tom McLaren, Tom McCarthy and Amy Potter, all on time
* All present, work undertaken

Post-mortem of Previous Week

Last week, the team began developing ideas for a solution to the brief. We began by individually choosing an idea to develop and creating a design document each, before moving on to creating a prototype. We realised that this was a suboptimal approach and began collaborating on a single idea for development. By the end of the jam, we had the beginning of a prototype for a platformer game without jumping, as well as a completed brief response sheet.

Since this criterion matched the example on the brief, we agreed to go away and try to think of additional ideas that we may be able to use instead. These were communicated via Discord, and a brief response sheet was uploaded by the end of the night.

Aim for the Jam

* Continue developing the game and create a base prototype to see if the idea is feasible

At 10:00, we all met in the Computer Games Lab to begin our meeting. Since we spent the last jam developing for a different game idea, we decided to take a similar approach this week and develop a basic prototype to test whether our newest idea was feasible enough to continue with. We began by finalising the solution for gear changes, so that Tom McCarthy could begin creating a prototype, while myself and Tom McLaren focused on elements such as MDA and additional research tasks.

For the sprint, we each had a core task of “Studio Jam in the Labs”. We then added sub-tasks as we carried out the work so that it eliminated any chance of misestimating what needs to be done during the jam time. The times for these sub-tasks will be recording accordingly in the minutes and logged against the main jam task on JIRA.

Since myself and Tom McLaren did not manage to complete a full 6 hours of work during the jam time, we have agreed to finish our outstanding time before the next jam session, and log it on JIRA using the same method listed above.

Tasks Carried Out During the Jam (Time taken displayed with corresponding sub-task of the jam)

Tom McCarthy

* Create a base prototype for the game to check that the idea is feasible – 5h 30m
* Develop an elegant solution for changing gears – 30m

Tom McLaren

* (Collaborative task) Consider the MDA for our game idea – 1h 30m
* Develop an elegant solution for changing gears – 30m
* Carry out market research – 1h 30m

Amy Potter

* (Collaborative task) Consider the MDA for our game idea – 1h 30m
* Develop an elegant solution for changing gears – 30m
* Carry out market research – 1h 30m

**MINUTE TAKER – AMY**