Meeting Minutes

Date of Meeting: 27/02/2019

Time of Meeting: 10:30

Attendees: Thomas McCarthy, Tom McLaren, Amy Potter

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint which started on Monday.

In terms of what went well for the group. All tasks were completed on time, uploaded to GitHub and tasks moved correctly on Jira. We now have a prototype which allows you to have different question types, either plus, minus, times or divide.

On the other hand, what did not go as well was programming tasks set last week ended up not being the tasks which were completed. For example, we realized to have a question which was division we couldn’t have any odd numbers as it would create a question with remainders. As a result, Thomas McCarthy changed his task and edited our blueprint to ensure division questions only include even numbers. This is all noted on Jira and is not a negative, just a change of task priority.

**Overall Aim of the current weeks sprint**

The aim of this current weeks sprint is to have the minimum number of assets created to include in our prototype. As well as have our basic prototype completed which will show the core gameloop of our game, ready to show for our presentation next week.

**Tasks**

Tom McLaren will begin creating the Powerpoint for next week. Also design art assets for obstacles on the race track and concept art for question boxes.

Tom McCarthy will make it so if a player answers a question incorrectly the vehicle slows down, plus make the player object move or the background to show vehicle acceleration when a question is answered correctly.

Amy will further develop each the race track asset she made last week by creating another two variants of it. Also she will create art work for a Drivatar and one vehicle they will drive.

**Any other business**

N/A

Meeting Ended: 11:00

Minute Taker: Thomas McLaren