Date of Meeting: 06/02/19

Time of Meeting: 3:45

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins and Thomas McLaren

**Item One: Post-mortem of previous sprint**

**What went well**

George had completed all tasks on time and for one of his tasks he needed to research some ideas on how to implement goals for the player to progress to or achieve. George was looking a lot at quest mechanics and found quests to be very popular and successful within the forums of the games.

Elliot was able to complete all tasks and all bugs listed were eradicated. He found no issues with these bugs.

McLaren worked on the same task as George and was focusing more of implementing the other Islands into a reward schedule where players will want to increase their pet size and will have to complete tasks such as breeding and getting one of the pet’s skill level to a specific milestone.

**What went badly**

I was not able to complete one of my tasks, due to the lateness of starting my sprint work.

**Overall Aim of the current week’s sprint**

This week’s sprint goal is to create and implement quests in the game to give players goals to reach.

George will be working on the different quests types that players will be faced with and coming up with different themes for the pets to overcome.

He will also be creating the bulletin board asset which will hold the quest cards for players to sign up for with their pets. George will need to create the quest cards that will be located on the bulletin board.

McLaren will be working on the timings for the different quests that will be offered to players and this will be determined with different quest levels that are required by pets.

Tom will also be working on different rarities that can be used for our game through the use of research and clear affordances. Players must instantly know without text or speech which item is rarer and of more importance to the player.

Elliot’s job this week is to create the quest mechanic and implement all the features that tag along with it. This includes;

* Creating 3 quests that the player can assign pets to complete.
* The user will wait a certain amount of time while their pet completes their quest
* The user will then be shown a reward screen once the quest is complete
* The user will then pick one of three chests that can either be a common, uncommon or rare item/decoration.

I will be working on the reward screen as an asset and creating animations for the chest on the reward screen. I need to animate the chest opening to create a visually appealing experience for the player.

**Any Other Business**

**Meeting Ended: 4:20**

**Minute Taker: Thomas McCarthy**