Date of Meeting: 10/12/2018

Time of Meeting: 16:39

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

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

**What went well**

All tasks were completed on time.

Elliot was able to enable all of the features needed for the presentation early so that we could record the gifs and gameplay videos. Having them done early was useful because it gave the other members a chance to test and find any bugs that were in the demo. An example of this is the breeding mechanic, when selecting creatures to breed, one of the creatures wouldn’t move to the breed location, leading to the other creature spinning in circles at the breed location while it waited. This was easily fixed however and was not an issue in the demo.

The musician we are working with to create the music for our game, has sent us the background music which allowed us to add it into the game, this allows us all to get a more synchronised vision of the emotions we would like the players to feel while playing the game.

George was able to recreate some of the sprites in our game, this was necessary because they were originally not made to be zoomed into, the new sprites are higher resolution and more accurately fit our art style.

Thomas McCarthy completed the task to create outfits for the giant aswell as his task about loss aversion, this allowed us to put those assets and that information into the presentation.

**What went badly**

What went badly was all presentation related.

George was unable to record a lot of the gifs needed for the presentation as the project would not run properly on his computer due to the lack of a touch screen. We had to make the gifs by recording the screen of a mobile device running the game, and then make gifs of that video.

Tom McLaren had an issue with preparing his gameplay recordings for use in the presentation. The recording he created was created in the wrong orientation. He tried changing the orientation in an online video editor, however, this added a watermark which we did not want on our video. In the end he had to change the orientation on windows movie maker on a university computer, because of this his task took more time than expected.

After our presentation we received some feedback, while the lecturers like the progress we have made in our project. Dave pointed out that we don’t have a clear vision of the main goal of our game. We have a lot of mechanics and stats in place, but there is no reason for the player to actually play the game. We will be spending the Christmas break figuring out why the player will be playing our game. And making sure that there is a reason behind every mechanic we have.

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

Due to this week being the last week of the semester, and there is an assignment due on Friday, we have decided that we will postpone tasks for this week. We will have a meeting on Wednesday to discuss how much work and what work we will do over the Christmas break.

**Meeting Ended: 16:53**

**Minute Taker: Elliot Chester**