Date of Meeting: 12/02/2019

Time of Meeting: 16:00

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

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

**What went well**

George finished the bulletin board assets so that they are now able to be placed into the game and replace the placeholder assets that are currently in use.

Tom McLaren was able to get a lot of research on timing and rarities as he found a lot of content to test for his task, we are now able to analyse the research and decide which features would be most beneficial to add into our game.

Elliot was able to create the code for the bulletin board so that quests can be created, and shown to the player, quests are easily addable by the designers as there is an array editable without code that will take a name, sprite, description, minimum level, amount of time and reward.

**What went badly**

Mccarthy doesn’t feel that he is the best choice for creating visual assets in our group, he felt that the assets he has been making aren’t good enough to put into the final version of the game. However now that we have the assets, he made we can use them as placeholders to more accurately represent the final version of the game.

Elliots tasks took longer than expected, he was unable to create the reward system where the player can pick from 3 chests. He was also unable to create the interactions with the quest buttons, so quests are not able to be activated.

**Any other business**

We have planned a meeting with Dave to discuss the different emotions and design theorys that we are using in our game.

**Tasks for this week**

Elliot will finish the tasks that he wasn’t able to finish, but due to the meeting with Dave that we will have on Friday, we fear that any work we do before then has a high chance of being undone after our meeting. Because of this we are all going to read up on the resources that Dave has provided us with in an email. We will all also get together and watch a video also provided to us by Dave.

Elliot Chester

* Implement functionality of the quest buttons - 3h
* Implement the reward system where the player must pick between 3 chests - 2h

All Designers

* Read books recommended by Dave
* Watch the video recommended by Dave

**Meeting Ended: 17:20**

**Minute Taker: Elliot Chester**