Meeting Minutes

Date of Meeting : 18/10/2018

Time of Meeting : 13:30

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

Tom Mclaren was missing from the meeting with no reason given

**Post-mortem of previous week**

This week we tested a different style of sprint where we add more tasks during the week, we have decided that this method doesn’t work for us and we will go back to the 12 hour sprint we had before.

While some tasks were finished, due to personal commitments, nobody was able to finish all their tasks for the first half of the sprint.

We had a meeting to discuss what we had done so far and what is needed to be done before next Monday.

**Overall Aim of the current weeks sprint**

Our plan for this week to further work on our prototype, work on user experience for our game, and get a better understanding of the timeline of our project.

Tom McLaren will create a jira backlog for our project detailing all of the task we know will be needed until April, he will also create mock-ups for the island selection screens so that Elliot can create them in an upcoming week.

Tom McCarthy will research what emotions we will need to elicit, how we will elicit them, and why we need to elicit them.

George will create flowcharts of how the game will be played so that Elliot can more accurately program what the player will do in the game. He will also make some gift sprites so that Elliot can put them in the prototype. He will also research the endowed progress principle.

Elliot will update the prototype with the sprites that George creates aswell as animation for the giant including each different animation and the code that will trigger each one.

**Any other business**

Nobody had any other business to discuss.

Meeting Ended : 14:50

Minute Taker: Elliot Chester