Meeting Minutes

Date of Meeting: 29/10/2018

Time of Meeting: 11:00

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

**Post-mortem of previous sprint**

All tasks were completed from the previous week, however Elliot`s task for creating the creature statistics menu is not finished. As a result, will require an extra hour to complete the task this week.

In terms of what went well for the group. Our method of creating two sprints, one being Monday and ending Wednesday and the other starting Wednesday to Monday. This worked as planned to cause all work to be completed on time and communication to be excellent between group members. This is because it forced the group to have 4hours worth of tasks already done by Wednesday. Next everyone jams on the Wednesday for at least 4hours leaving only 4 more hours to be completed by the Monday. Due to the success of this method we will now be implementing it every week.

On the other hand, what didn’t go well was the Ui assets George made will have to be re-created after the feedback we got from Rob this week. This is to match the psychographics research we will be doing. Also, Thomas McCarthy struggled with the creation of notification boxes to match the games art style. As a result, he feels we should take our Ui box designs and re-skin the shape and design to create new notification boxes.

**Overall Aim of the current weeks sprint**

Our plan for this week is to firstly research the demographics for our game. This will then lead to our focus for the week which is to research psychographics for the game. To ultimately have by the end of the week a specific person which the game is aimed towards to give them pleasure. Also, with regards to programming to have the creatures statistics system fully completed, plus have the fruit growing and feeding system completed.

Tom McLaren will undertake research for demographics and psychographics for our game, due to the feedback we got from our meeting with Rob today.

Tom McCarthy will create 5 different mock ups of the title screen, in which each member of the group can decide which is best suited for the game and meets psychographic research. Also, will create a twitter page for our game, for us to apply for having our game in the Game Anglia Indie Showcase.

George will also research our games psychographics, as after our meeting with Rob today we have realised how crucial it is for our games development. Thus, why we have two people doing this task and both members will compare research to form our games final psychographics during our games jam on Wednesday 31/10/10. Also, to finalize and write up our games design document.

Elliot will continue working on the games statistics system which is nearly finished. However last week underestimated the time it would take, as a result is needs a small amount of time to finish it this week. Plus implement the happiness meter artwork and decide on the positioning of it on the games screen. Finally have the seeds grow into trees and produce fruit so the feeding system for creatures is working.

**Any other business**

N/A

Meeting Ended: 11.55

Minute Taker: Thomas McLaren