Meeting Minutes

Date of Meeting: 18/02/2019

Time of Meeting: 13:30

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

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint. However, Tom McCarthy uploaded his work today instead of last night. The quality of work was of standard and Jira logged, but this was due to him having work on Friday-Sunday. Elliot under-scoped one of his previous tasks, which was programming reward chests. As a result, I have set extra time for him to finish it this week.

In terms of what went well for the group. All tasks were completed on time, uploaded to GitHub and tasks moved correctly on Jira. In terms of programming, Elliot managed to program and implement our quest bulletin board. Thus, players are now able to click on the board, the camera then zooms in and your able to select a quest to embark on.

On the other hand, what did not go as well. As mentioned previously, Tom McCarthy had issues with time management. This was due to him having lots of shifts at work. Therefore, Tom uploaded work to GitHub today, instead of last night. George also raised that he will look further into ideas for implementing combinatorial explosion for art assets, because he wasn’t fully confident in developing the new art asset technique.

**Overall Aim of the current weeks sprint**

Our plan for this week’s sprint is to have our games future desired minute to minute gameplay finalised. So that during our next presentation we can inform lecturers with screenshots, videos and mock-ups of this.

Tom McLaren will create the slide layout for next weeks presentation. Also, source sounds for new features we have added to the game, such as chest opening and create mock-up quest examples for the player.

Tom McCarthy for this sprint will create excel spreadsheets for our variable and fixed reward schedules. Plus, he will create minute to minute game-play screenshots for our presentation next week.

George has the job of creating combinatorial assets for tree upgrades and finish the designs for the quest cards. Finally, make mock-up quest examples for the player.

Elliot will be finishing off the programming for the chest opening and selecting mechanic so its fully working. Also, he needs to make sure when pets breed, both parent pets are removed and replaced with only one merged pet. Then he needs to make trees up-gradable using seeds the player collects.

**Any other business**

N/A

Meeting Ended: 14.15

Minute Taker: Thomas McLaren