Date of Meeting: 04/03/19

Time of Meeting: 12:11

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

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

**What went well**

George’s spreadsheet on questing and mission went very well, he had created 14 different mission/quests that reward the player. (Image 1)

With George’s spreadsheet we can plan out all actions for our first 10 minutes of gameplay (vertical slice) to present to the lecturers.

I managed to create 6 different cosmetic rewards that relate to the quests that George created. These rewards only affect the appearance of the slimes and not any stats or game progress.

McLaren created dialogue boxes for us to use in our tutorial feature to guide the player. We will use this and attach it to the giant

**What went badly**

Elliot was not content with the work that he had completed, so he wants to work on the rest of it during this sprint without any hours being assigned to those tasks.

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

This week we will be focusing on the polishing of the questing system and implementing a tutorial manager feature which will force players to press a highlighted button or area and this won’t allow them to progress without doing so.

**Any Other Business**

**Meeting Ended: 12:45**

**Minute Taker: Thomas McCarthy**

Tasks:

McCarthy:

Animate Jumping for white slime 1h 30m

Create more rewards using George’s spreadsheet 2h 30m

George:

Create final refined white slime 1h 30m

Research and find out what games are played by our target demographic which include questing/tasks 2h 30m

Elliot:

Making a tutorial manager that lets you put in different things you need to click and exclude everything else 4h

McLaren:

Create tutorial boxes for the player during tutorial 2h

Create concept art for a caldron to mix slimes. 3 different designs 2h

