Date of Meeting: 07/03/19

Time of Meeting: 16:00

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

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

**What went well**

McLaren:

Downloaded girly apps/games to look at dialogue boxes

We really liked the blue ones that Tom had made

Looked at different styles and types of cauldrons

George:

Shading on slime worked out well on the final iteration

Received feedback from group discord and iterated on the feedback

No problems with the tasks given

Elliot:

Tutorial manager is in the game and is ready to be used

Thomas:

I created

**What went badly**

McLaren:

Tom said that if he had a graphics tablet he could have made the cauldron much quicker

Elliot:

Harder to use then he wanted

To use the manager, you must edit the code rather than UI

George:

Time management has not been as it could have been

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

We will be polishing the game and bug fixing to make sure everything runs smoothly for next Thursday. We will also be creating questionnaires to hand out to players on the day to receive feedback to improve the game and user experience.

**Any Other Business**

**Meeting Ended: 17:00**

**Minute Taker: Thomas McCarthy**