Date of Meeting: 11/03/2019

Time of Meeting: 20:10

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

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

**What went well**

Tom McCarthy felt that his task to refine older sprites for use in the final game went very well, he managed to make them look smoother and more vibrant, more closely matching our intended art style.

He also managed to make some animations better by adding more framed into them to make them appear more visually appealing and complete.

Georges questionnaire was very good, we had a meeting with rob, who gave some suggestions of what to put in the questionnaire and the majority was already implemented. This is good because we will be using the questionnaire on Thursday for playtesting of our game. Having a good questionnaire will give us a lot more helpful feedback.

There was 1 thing that rob mentioned that will be added into the questionnaire, that is images. He told us that it will be much clearer for the play testers if they are shown a representation of what we are asking them, rather than just text, e.g. an image of a slime, and the question “What is this called”, or and image of a tree, and the question, “What does this do”. These will help us to know if the players are learning about the different aspects of the game from the tutorial.

Elliot was able to remove some bugs regarding inputs not being handled correctly, however that are still a lot left.

**Tasks for this week**

In this sprint we will be focusing on having the game and questionnaire ready for playtesting on Thursday. We feel that the best way to do this is to have a jam where we will work together doing constant internal playtesting to ensure as many bugs and issues are gone, and the game is as intuitive as possible.

All members:

Jam to finish all work needed for successful playtesting this week

**Meeting Ended: 20:40**

**Minute Taker: Elliot Chester**