Meeting Minutes

Date of Meeting: 19/03/2019

Time of Meeting: 18:00

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

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint. These tasks included presenting our game at Adastral Park for a playtesting event. As well as writing up the research received after playtesting took place. This is to have all feedback clearly laid out so that our team can now act on players suggestions and issues with the game, so we can further polish and playtest our game.

In terms of what went well for the group. All tasks were completed on time, uploaded to GitHub and tasks moved correctly on Jira. Mainly we now have a large array of feedback from our target psychographic due to our playtesting event at Adastral Park. Which will help us achieve a greater level of polish for our game.

On the other hand, what did not go as well was that I was unable to go to the Adastral Park event. This was due to the date change as I was free to attend the event which was supposed to be last Tuesday. But, because of international women’s day it was changed to Thursday, so I was unable to attend.

**Overall Aim of the current weeks sprint**

Our plan for this week’s sprint is to fix issues found during play testing at the BT event last week. For example, re-designing artwork for the giant. Also researching target psycho-graphic magazines to ensure our game matches our target audience.

Tom McLaren will find and purchase magazines which our target audience read. Then read and write up common themes such as colours, shapes and language used within the magazines. To help further polish our game.

Tom McCarthy for this sprint as players didn't realize they needed to tap the chest to receive a reward. Will create a chest opening animation because the chest will now automatically open without the player needing to click it.

George has the job of using programs such as Adobe Illustrator or Photoshop re-design the giant based around feedback from play testing. (children found the giant creepy).

Elliot will be reviewing bugs found in the game during play testing such as rapid tapping freezing the game. Then edit the game to resolve those issues.

**Any other business**

N/A

Meeting Ended: 19.00

Minute Taker: Thomas McLaren