Meeting Minutes

Date of Meeting : 22/10/2018

Time of Meeting : 11:00

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

**Post-mortem of previous week**

This past week has been a mixed bag. While we were all able to put in the required hours, not all tasks were able to be finished and other tasks were finished faster than we had initially anticipated.

In terms of what went well for our group, we were able to carry out research to inform our design decisions and redouble our effort in creating an engaging game. The programming tasks were all completed with relative ease except for the crafting mechanic. We also have a list of tasks ready for our Jira backlog.

We were able to complete our tasks and post them to each other to give and receive feedback. This has been crucial as Elliot pointed out that the Sprite-sheets need to be spaced out evenly to have the game engine utilise them correctly.

In terms of what didn’t go well, McLaren didn’t communicate with the team for the most part of the week and didn’t inform the group why until the deadline was upon us. All work was completed however. My Flowchart that I produced wasn’t detailed enough and as such failed to be of much use to the team. After paper prototyping with Rob during today’s session, II have a much better idea of how to approach and carry out this task. Elliot said that he left his tasks a little later than he would have liked.

**Overall Aim of the current weeks sprint**

Our plan for this week to further work on our prototype, focusing on nailing the core mechanics in order to produce a minimum viable product which is due in just over 2 weeks.

To achieve this, we have begun a short Sprint due to end Wednesday, with each member carrying out 4 hours of tasks. On Wednesday, a new Sprint will begin, and we plan to meet at 10am to work together and Jam in room A2.14.

Tom McLaren will create a risk table which will aid development and tackling issues should they arise. He will also update the Jira backlog and compile a Variable Reward Chart in an editable format appropriate for Designers to manipulate when playtesting begins.

Tom McCarthy will start producing our UX design, starting with Information Prompts, the Inventory screen and general positioning of UI elements in relation to a Tablet display.

George will create flowcharts of how the game will be played so that Elliot can more accurately program what the player will do in the game, based on the Paper Prototype that the group created with Rob. He will also compile an asset list for Designers to begin working on, and Elliot can update if necessary.

Elliot will complete the crafting mechanic that he began last week, demonstrate the saturation loss/gaining mechanic based on the Creature’s Happiness Value as well as highlighting interactable gameplay objects.

**Any other business**

Thomas McCarthy will have to leave for an hour or two during the Wednesday Jam to get a Flu Jab.

Meeting Ended : 11:36

Minute Taker: George Heath-Collins