Date of Meeting: 26/02/2019

Time of Meeting: 20:00

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins and Thomas McLaren (All attended via Discord)

**The goal for this week’s sprint is to gather playtesting feedback and implement questing and rewards.**

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

The previous sprint wasn’t successful in any shape nor form, as each of us were unable to complete our tasks to the standard that we would have liked, however, due to the ramping up of various modules, we have decided to redouble our efforts and catch up on the missed development time and focus on delivering a game with the following features:

* Single player game
* Idle/Simulation
* Quests (Timed)
* Variable Rewards (Times and Actions)
* Fixed Rewards (Time and Actions)
* Combinatorial content
* Daily Rewards
* A single island area (Grey out the others)
* Feeding slimes
* Mixing slimes
* Interacting with up to 5 slimes at once
* Cosmetics rewards

The game itself already has a lot of art assets involved, so the remaining development time will be focused on delivering a polished UI and Tutorial Section enabling players to play through a solid 5 to 10 minute experience with the potential to grow this play time further.

**The goal for this week’s sprint is to gather playtesting feedback and implement questing and rewards.**

**Tasks for this sprint**

**Tom McLaren**

* Compiling a .csv file holding the fixed reward schedule complete with MIN/MAX player rewards (2h)
* Presentation (2h)

**Tom McCarthy**

* Compiling a .csv file holding the variable reward schedule complete with MIN/MAX player rewards (2h)
* Presentation (2h)

**George**

* Design Tutorial in flow chart (2h)
* Create in-game Quest Card Asset (1h)
* Presentation (2h)

**Elliot**

* Create reward variables in code (2h)
* Presentation (2h)

**Other business:**

As all of the designers have DMC and we all have additional assignments due very soon, for the next 2 weeks, we will each be undertaking at least 8 hours of group project work a week, with the remaining 4 as optional, depending on current availability. New tasks will be delegated Thursday following the presentation.

**Meeting Ended: 20:40**

**Minute Taker: George Heath-Collins**