Meeting Minutes

Date of Meeting: 26/11/2018

Time of Meeting: 16:42

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

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint. However, we decided to give Elliot an increased duration for a few of his tasks, because we have found that we underestimate the time it takes on Elliot’s tasks. As a result, we decided to increase Elliot’s task duration estimate on our previous sprint. But after reviewing the closed sprint during our group meeting today. Elliot’s task of implementing advertisements took lower than expected. Therefore, we have made the decision to go back to estimating Elliot’s tasks based on what he feels the duration should be with his current knowledge and skills, without giving him any extra time.

In terms of what went well for the group. All tasks were completed on time, uploaded to GitHub and tasks moved correctly on Jira. In terms of programming, advertisements have now been implemented in to the current build of our game. As well as the breeding mechanic system is fully operational and working. Design wise, additional customisable assets for pets have been created. Also, we now have a screen mocked up for our store/in-game currency screen. This then gives us the freedom to test out that specific system as a potentially viable way of monetising the game, as we plan to enter it into the Tranzfuser Competition in the future.

On the other hand, what did not go as well. As mentioned previously, we over estimated Elliot’s tasks. Also, George felt that he was not as organised during the previous sprint compared to what he is usually like. However, this did not affect completion of work, or quality of work. But was just a personal comment discussed during the group meeting. Also, Tom McCarthy had to redesign a couple of assets made for the game. This was due to after him posting the product into our Discord chat, me and George both felt it did not match our games psychographic. Thus, this was not really a negative point, however more of a positive one as it shows we are open to criticism on our work and strive to improve it based on other people’s feedback to overall better the development of our game.

**Overall Aim of the current weeks sprint**

Our plan for this week’s sprints is to have the networking system between players and devices up and running. This is because it’s a key part of our game, which we need to test and show off during our next Pitch. To show why players would continue playing our game for long periods of time. Thus, giving the reason why our contest/pageant mode for our game is our main goal this week.

Tom McLaren will undertake further iterations towards the Pet Customize screen, as well as research into in-game currency systems.

Tom McCarthy for this sprint will create an option screen mock-up and idle animations for the giant within the game engine.

George has the job of researching the monetisation technique of in game currency and its viability for our game. Also, the costs regarding upgrading trees and creating our pet harvesting mechanic. Finally, adjust pet limb sprites so that they are game engine ready and easier for Elliot to implement into the game.

Elliot will be implementing the Island selection screen and programming an options screen. Also Researching networking syncing values, in preparation for our next sprint on Wednesday when his tasks will be focusing around getting the networking feature fully implemented.

**Any other business**

N/A

Meeting Ended: 17.30

Minute Taker: Thomas McLaren