Meeting Minutes

Date of Meeting: 28/11/2018

Time of Meeting: 14:00

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

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint. However, Tom McCarthy had trouble with one of his main tasks this week. This was due to him not having experience with the task set, to combat this during our last meeting when the task was set. We gave Tom an extra hour on top of the task duration to complete.

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, Elliot managed to program and implement an Island selection screen. As a result players now are able to choose our other designed islands. Plus we now have an options screen, which allows players to reset the game, reset the Island and quit the game.

On the other hand, what did not go as well. As mentioned previously, Tom McCarthy had issues with his main task. This was due to him having no previous experience animating within the Unity Game Engine. Therefore Tom spent time trying to figure out how to complete his task, by researching online, but this did not help. Then he messaged our group discord and Elliot linked a tutorial on the subject. So Tom followed the tutorial but unfortunately was still unable to complete the task, but did spend the required duration on it.

**Overall Aim of the current weeks sprint**

Our plan for this week’s sprint 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 create the final game ready version of the pet customize screen and make more customisable items for the pets. As well as create tutorial version of interactive in game assets and conduct market research into mobile gamers prefered method of monetization.

Tom McCarthy for this sprint will create a credit screen, skins for the Giant and rotten versions of the new fruit sprites. Also make an eating animation for the two new fruits added to the game, cloud animations and seasonal weather assets.

George has the job of creating shop screen and release screen assets. Plus create a storyboard mockup for how the creatures are being released. Next to make currency representation counters, program the title screen and make the title screen Tom McCarthy made to be game ready.

Elliot will be programming the new fruit to fall off trees and  program the networking system between players so it is up and running on devices.

**Any other business**

N/A

Meeting Ended: 15.00

Minute Taker: Thomas McLaren