Meeting Minutes

Date of Meeting: 31/10/2018

Time of Meeting: 10:30

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

**Post-mortem of previous sprint**

All tasks were completed from the previous sprint which started on Monday. However Elliot`s task for creating a working feeding system is not yet complete. As a result, will require an extra hour to complete the task this week.

In terms of what went well for the group. All tasks were completed on time, uploaded to Github and tasks moved correctly on Jira. Psychographics for the game have also now been created therefore meaning any new features or design tweaks implemented, we can check if it meets our psychographics causing no assets being in our game that do not emit pleasure for the player. We are also very close to having a working level up system for each creatures statistics, which increases from them being fed fruit.

On the other hand, what did not go as well was George felt the design document created for the game was not as polished as he would have liked. However feels this should not be a big problem because we now have the demographics and psychographics for our game narrowed down and know the core components needed for the MVP pitch. Also Elliot`s task took longer than he initially thought, as a result it has moved to this week's sprint with a duration of 1 hour to finish off and complete.

**Overall Aim of the current weeks sprint**

Our plan for the second sprint this week is to have the creature feeding and leveling up system completely finished. As well as the networking section of our game researched and attempted to be implemented, to see if it is viable to have during our project. Also to have the sound for our game sourced based on psychographic research and have a completed title screen which suits our psychographic

Tom McLaren will undertake sourcing sounds for the various elements within our game, making sure they suit our psychographics. As well as create bio descriptions for each creature.

Tom McCarthy for this sprint will also source some sounds for the game, create highlighted Ui boxes and a Meteor which will be used to drop gifts to players.

George has the job of creating additional sprites for other Islands and create a list of features for our game that we feel would suit and benefit our psychographic to emit more pleasure. Plus to refine notification Ui boxes and the statistics window.

Elliot will be continuing to get the feeding system completed, in order for creatures statistics to increase when they are fed relative to their affinity level. Also to research networking and try to implement our battle feature between creatures, using either NFC or Bluetooth.

**Any other business**

N/A

Meeting Ended: 11.30

Minute Taker: Thomas McLaren