**TEAM:** N/A

**DATE OF MEETING:** 02/10/18

**TIME OF MEETING:** 1:00pm

**ATTENDEES:** Tom McLaren, Tom McCarthy, George Collins, Elliot Chester

**Postmortem of previous weeks work: -**

**What went well:** The group has a working first prototype for one of our game ideas, already up and running. Which can be used to present during our first pitch coming up soon, with a few improvements to make during the following weeks. As well as we have narrowed our potential game ideas down to only three games. Plus, the communication for the group has been very professional and high in frequency, already having many meetings.

**What went badly:** We all had not narrowed down our game ideas to just one, during our pitches to the class on the 01/10/18. As a result, we pitched all game ideas, which wasted time we could have been focusing on only one or two potential game ideas.

**What can be done to improve the current week:** For all group members to produce high quality work, which meet the task that I have assigned for them.

**Overall Aim of the weeks sprint:** To insure we have a variety of concept art for both our endless runner game idea and survival management game. Also, to have a paper prototype version of our bidding game created so we can playtest. Finally, to all review our 3 game ideas and decide on which one to present during the pitch for the following week.

**Tasks for the current week: -**

|  |  |  |  |
| --- | --- | --- | --- |
| **Team member** | **Task** | **Task description** | **Estimated completion time** |
| Tom McLaren | Create 2D concept art for the management survival game idea. | Using the game idea, complete concept art sketches or digital drawings of Characters and the game environment. | 6h |
| Tom McCarthy | Create concept art for the endless runner game idea. | Using the game idea, complete concept art sketches or digital drawings of Characters and the game environment. | 6h |
| Elliot Chester | Implement procedural generation into the endless runner prototype. | Using Unity, code and implement environmental procedural generation for the endless runner prototype. | 6h |
| George Collins | Create a paper prototype for the bidding game idea. | Using already written rules discussed during previous group meetings. Using paper and card create a playable paper prototype of the game idea. | 6h |

**Timeslot agreed for next meeting:**

* 1:00pm 04/10/18 (Tom McLaren is unable to attend due to having a job training day)

**Timeslot agreed for lab work:**

* 2:00pm 04/10/18