**GROUP PROJECT, GROUP 3**

**DATE: 11 March 2019**

TIME: **09:45 – 10:00**

**ATTENDEES** Tom Gibbs, Rob Kurta

**ABSENT** Henry Crofts (team notified in advance of meeting)

**LOCATION:** *A2.07*

**Minute Taker: Tom Gibbs**

**Overall aims of the current sprint *(Detailed tasks, user stories and time allocations are tracked on JIRA)***

* For completion by Henry

**Meeting minutes:**

Tom met with Rob for the weekly tutorial. Henry was unable to attend due to substantial traffic delays severe crash.

Tom shared with Rob what the team had accomplished in the previous sprint and what are expectations are for the coming weeks.

Team aim to have play tested a revised version of the tutorial by the close of sprint beginning 18/03/19.

Rob agreed this was an appropriate and achievable timeline.

Rob gave further advice regarding development of the games tutorial:

* During playtesting for specific elements, the team needs to remain aware of the gameplay experience and continue to make observations regarding player responses and actions.
* Rob specified three key game attributes that will need to be changed over subsequent playtest rounds:
  + Bugs – these should rapidly decrease
  + Usability – should (hopefully) increase consistently
  + Fun – relies on usability, but should follow trend before overtaking
* Once begun, playtesting should take place every week, every 2 weeks at a minimum.
* At the end of the project the team should be able to say “this is a product of [x] number of playtesting iteration cycles… you can see how the game has changed from the design improvements made to [x]”.

Meeting ended.

*Next team meeting arranged for Tuesday 12 March @ 10:00.*

***Detailed tasks, task descriptions, user stories and time allocations are tracked on JIRA.***

**Tasks for the current week:**

**Tom (Hours):**

* For completion by Henry

**Henry (Hours):**

* For completion by Henry