Meeting Minutes

**Time of Meeting** 1pm

**Date of Meeting** 29th November 2018

**Present** Rob Kurta, Alixander Roden

# What went well in the previous sprint?

* A working prototype was created featuring character movement, camera control, item collection, this is however single player
* A mock-up was created of the UI for the game

# What went wrong in the previous sprint?

* Tasks were left in the In-Progress section of Jira for too long
* Multiple tasks were set as being In Progress when this was untrue
* None of the design tasks were completed
* Meeting minutes and evidence of work was not submitted to GitHub

# What tasks are set for the current sprint?

* As a designer I need to perform a competitor analysis and identify existing games with similar mechanics
* As a designer I need to identify how I will keep the player interested in the game
* As a designer I need to identify how the game will scale over time
* As a designer I need to research the learn practice master loop
* As a designer I need to identify what the games purpose is
* As a designer I need to identify the psychographic/target market of the game
* As a project manager I need to identify the project timeline
* As a project manager I need to determine the minimum viable product
* As a project manager I need to produce a document to showcase the work done in this sprint

# What tasks were completed in the previous sprint?

* The tasks relating to creating a prototype were completed, however none of the design tasks were

# Any other details (Feedback / Reports)

* Again, I was told that I need to regularly use JIRA, upload to GitHub and work on the design of the Game
* I was told to research the different types of Fun, and identify what my game will feature
* I was also told that I need to research existing games and produce a competitor analysis