Meeting Minutes – Group 1: Sprint 6

Date & Time: November 12, 2018 | 9:00am.

*Attendees: Daniel Pokladek, Amy Potter*

## Meeting Overview:

At the beginning of the meeting, myself (Daniel) and Amy rehearsed the presentation and then pitched to the lecturers. We have received good feedback from the lecturers after the presentation, which we will use later to improve our project.

The main feedback that we received was from Dave, he has given us a lot of feedback about our design, and the sorting mechanic. His main concern was that the sorting mechanic itself won’t keep the players coming back, thus we need to use our research to come up with creative rewards to keep the players coming back; for this we need to use our awe and wonder research.

Based on the feedback from Daniel Mayers, both members have felt that the work was being left until the end of the week; thus, we decided to try out a two-sprints per week system. One sprint would run from Monday – Wednesday, and another from Wednesday – Monday.

This way we can delegate tasks that need to be done before Wednesday for the first sprint, and tasks that might take longer for the second sprint. This also allows both members to allocate and organize their schedules better.

Because of the presentations there was no meetings with the lecturers this week.

## Overall aim of the current sprint:

1. Continue working towards the MVP
2. Continue working on the base mechanics of the game
3. Consider adapting the presentation feedback to the project
4. Use the research, to create concept for player rewards
5. Work on refining the energy system

## Tasks List:

#### Daniel:

* 1h | Implement a UI element, that will show how long the plant has left to grow
* 1h | Create a separate list for each of the reward categories
* --- | BUG: Energy going into negative numbers, stops the sorting system from functioning properly
* 30m | Enabling the check to see if item was sorted correctly, causes the object to be destroyed
* 1h30m | Implement a system in Unity that checks whether an item has been sorted correctly

#### Amy:

* 2h | Create a spreadsheet, that details how much energy can be earned per object
* 2h | Design a schedule for the rewards that player can unlock *(task continued from last sprint, due to overlogging on other tasks in previous sprint)*

## Any other business:

Next Meeting Scheduled for 14th November 2018.

Minute Taker: Daniel Pokladek