* 9 November 2018, 13:00-3:30
* Computer Games Common Room
* Amy Potter and Dan Pokladek, present and on time

Meeting Overview

* Discussion of tasks
* Review risk assessment documentation
* Plan for remainder of the sprint

At the beginning of the meeting, we reviewed our risk assessment document based on Rob’s email feedback from the previous week and used this to make appropriate changes to the traffic light risk system that accompanies our backlog documentation. As well as this, we discussed the tasks for the week to ensure that all members understood what was required of them and came up with a plan of action for the remainder of the sprint, to combat the lack of work during the early stages of the week due to an assignment deadline. Both members agreed that they would still be able to complete the majority of, if not all their tasks and planned to meet before the presentations on Monday to finalise everything and rehearse.

Tasks for the Week

Amy

* Research casual mechanics such as sorting and managing – 3h
* Design a schedule for rewards that players can unlock – 2h
* Design a list of objects that the player will be able to sort – 1h
* Create a digital storyboard that outlines the game cycle in preparation for the presentation – 3h
* Contribute to the creation of the presentation – 2h
* Rehearse the presentation – 1h

Dan

* Implement a system in Unity that allows an object from a list to appear in the middle of the screen ready for sorting – 2h
* Implement a system in Unity that allows players to sort an object into a category – 2h 30m
* Implement a system in Unity that checks whether an item has been sorted correctly or incorrectly – 1h 30m
* Implement a system in Unity that subtracts an “energy point” every time an object is sorted – 1h 30m
* Implement a system in Unity that allows the player to collect “stars” from fully grown objects – 1h 30m
* Contribute to the creation of the presentation – 2h
* Rehearse the presentation – 1h

**NEXT MEETING SCHEDULE FOR 12 NOVEMBER 2018, 8:30**

**MINUTE TAKER - AMY**