* 19 November 2018, 10:00-13:00, 15:30-16:15
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* All present, work undertaken

Post-mortem of Previous Week

For the previous twelve hours of work, Dan and I split the work load into two separate sprints, the first of which ran from Monday until Wednesday and the second running from Wednesday afternoon until Monday morning. For the short sprint, we agreed that we would each complete four hours of work, while the remaining eight hours would be carried out during the second sprint of the week.

This system seemed to work well as not only were all tasks completed to the expected standard by the end of each sprint but splitting the work in this way meant that we were able to carry out a mid-week sprint review where we assessed our backlog, risks and the game itself, and tweak the remaining eight hours of work accordingly.

Feedback Received for the Current Week

**Rob Kurta**

In our session with Rob, he highlighted the importance of everything in our game being explorable. He suggested that we create a list of the sorts of activities that people carry out when they are tending to a garden or a space and use these to influence activities that we could include in our game to accompany the sorting action. As such, players will be able to relate to these activities and see them as small narratives.

Meeting Overview

* Tidy Github repo
* Discuss tutor feedback
* Discuss tasks for the week and decide if we will continue with two sprints per week

Aim for the Weeks Sprint

* Continue iterating the game based on presentation feedback

Following our meeting with Rob, myself and Dan went back into the Games Common Room to begin our weekly sprint review. During the meeting, we reviewed our backlog documentation and adjusted our risk traffic light system as we do each week. Following this, we looked throughout Github, identifying areas that needed further organisation and uploaded any missing work that may have been lost during the previous clean-up/project fork.

As with last week, we have organised to meet again on Wednesday in order to review our first four hours of tasks and set the remainder of the work for the week.

Tasks for the Week

Amy

* Create the artwork for some more of the sortable objects – 2h
* Define a list of “nurturing elements” and come up with ways of implementing them in our game – 2h

Dan

* Change the objects for sorting to use scriptable objects – 2h
* Implement the fundamentals for the “growth tick” – 1h
  + BUG: While the growth tick is enabled, the time is counting down even while the object needs to be watered – 1h; to be carried out as part of implementing growth tick
* Carry out some testing on an Android device – 30m
* Add a fruit object for sorting and ensure that it works correctly – 30m
  + Blocked by “Change the objects for sorting to use scriptable objects”

**NEXT MEETING SCHEDULED FOR 21ST NOVEMBER 2018, IN GAMES COMMON ROOM – GAME JAM SESSION AND MID-WEEK SPRINT REVIEW**

**MINUTE TAKER – AMY**