Meeting Minutes – Group 1: Sprint 6

***Date & Time:*** *November 28, 2018 | 1:00pm*

***Attendees:***

* *Daniel Pokladek (10 minutes late, reason provided)*
* *Amy Potter*

## Meeting Overview:

After Amy’s absence (due to illness), the group has carried out a meeting. I have updated Amy, with the changes I have made to the UI system, to make sure she understands how it works currently. I have also added scriptable objects to the game, so I have used part of the meeting to explain to Amy how the objects work and how she can easily create new assets for the game using the scriptable objects.

We have also used this meeting (and the next meeting) to work on the feedback we have received after the presentations. Amy has spent some time researching new mechanics that we could add to the game; now we just need to decide if those mechanics will be added to the game or not.

We also have gone through the project’s backlog, to see if any of the stories need updating. Some of the stories in the backlog need updating, as we have added some features (required for the MVP), but they were not in the backlog. Some of the tasks also needed to be set to done, as we’ve finished them but not updated in the backlog.

Since Amy has been away for the first half of the week, we have decided to only have a long sprint from Thursday to Monday (8 hrs. of work) and continue with two sprints per week afterwards. We are also meeting Robert Kurta tomorrow (Thursday 29th) to have a meeting with the lecturer about the current state of the group project. After the meeting with Robert we will put together the tasks list for this sprint and start working on them.

## Overall aim of the current sprint:

1. Get back up to speed with the project
2. Refine the journal (due to new features, the design needs adjusting)
3. Continue working on concepts for new objects
4. Continue refining the energy system (based on research)
5. Carry out testing on a mobile device, look for any issues/errors/glitches

Next Meeting Scheduled for 14th November 2018.

Minute Taker: **Daniel Pokladek**