Meeting Minutes – Group 1: Sprint 6

***Date & Time:*** *November 29th, 2018 | 1:00pm*

***Attendees:***

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

## Meeting Overview:

After yesterday’s meeting (28th November), we have met once again. This time, we have also booked a meeting with Rob Kurta who had some feedback for us. We have used the meeting with Rob, to catch up on the project and the it’s current state. Rob has given us some good feedback on the game loop, and the progression of the game. We have also told Rob what we are currently working on, and what we will be working on over the next few sprints.

In the meeting, Rob suggested that we should stick to one type of mobile device (phones, handhelds, tablets, etc.). We have decided to stick with tablet devices, this give us more screen space to work with as the screen size is bigger compared to mobile phones. The way the game is currently programmed, this makes no difference as the UI adapts to the screen resolution/aspect ratio.

After the meeting with Rob, we have sat down to figure out the tasks for the long sprint. We have also looked through the backlog, to see which stories need updating and which tasks are missing that have been done. One of the Amy’s tasks for this week, is to update the backlog document with any tasks that have been done.

We have spent some more time working on the game together as a team, until I had to leave at 3pm.

After the meeting on 28th, we have decided to carry out another meeting the next day. In the meeting we have met with Rob Kurta, to catch up on the current state of the project; we have also received good feedback about the project. Rob has also suggested some changes that we can make to the project, to help with the progression of the game.

After the meeting with Rob, we have sat down to figure out the tasks for the long sprint. We have also looked through the backlog, to see what stories need updating. One of Amy’s tasks for this week, is to update the backlog document with any tasks that have been done, or any tasks that have not been documented.

We have then spent some time working on the game together as a team, until I had to leave University at 3pm.

## Current Sprint Aim:

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

## Sprint Tasks:

Amy:

* 2h | Continue working on new sorting objects
* 2h | Create concept art for another reward tree
* 2h | Update Backlog documentation, to accommodate new tasks
* 3h | Create a digital concept for anthropomorphized tree

*Total: 9 hours.*

Daniel:

* 2h 30m | Create the framework UI for the journal
* 1h 30m | Journal: Keep track of objects planted by the player
* 1h 30m | Journal: Display information about objects in journal
* 1h 30m | Inventory UI: Change UI behavior, to keep the slot size the same when resizing
* 30m | Carry out tests on a tablet device, to check for any UI errors and/or gameplay issues
* 30m | Display a banner with the name of the planet, at beginning of a play session

*Total: 8 hours.*

*\*More detailed descriptions of tasks, available on the Jira board.*

Next Meeting Scheduled for 3rd December 2018.

Minute Taker: **Daniel Pokladek**