* 3 December 2018, 10:00-12:00, 15:30-16:00
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* All present, work undertaken

Post-mortem of Previous Week

Since my illness ran into the beginning of this week, the group were unable to organise a short sprint and therefore we decided to complete the remaining 8 hours of work in a long sprinter running from Wednesday-Monday as we usually would. However, Dan did not manage to get the sprint up until Friday at 22:30 so the workload was left until the weekend, this meant that there was less time available to get the tasks completed.

While working on the task for digitalising the anthropomorphic tree concept, Amy realised that the design would work well as a reward tree and thus the concept art will need to be reconsidered this week.

Feedback Received for the Current Week

**Rob Kurta**

As mentioned in the previous minutes, we met with Rob Kurta on 29th November to discuss the current state of the game and the progress we have made over the past week despite having some setbacks. We discussed what we had been working on and decided what we would like to have complete in preparation for the presentation.

Since this meeting with Rob occurred quite late in the previous week, today a group session was held to discuss the requirements for the presentation; there was an emphasis on presenting the core game loop and how it will be appealing to the psychographic we have chosen. As well as this, we are expected to deliver information regarding how the project has progressed over the last few weeks and a realistic timeline for future development.

Meeting Overview

* Review project backlog and highlight any issues
* Discuss tasks for the week
* Review previous weeks work

Aim for the Weeks Sprints

* Continue working on game and consolidate sorting

Following the meeting with Rob, myself and Dan went back into the Games Common Room to begin our weekly sprint review. During the meeting, we carried out our usual routine of reviewing the project backlog and adjusting our project risk system. We also reviewed the work completed during the previous week and began discussing the tasks for the upcoming sprint. Since we had a lecture at 13:00, we met again at 15:30 to finalise the tasks for the short sprint.

Tasks for the Short Sprint

Amy – 4h total

* Create a mock-up for the journal – 1h
* Iterate the sorting mechanic based on tutor feedback and consider how to integrate tending mechanics to fit in with the core game loop – 3h

Dan – 4h total

* Create the basis for the journal stats page in Unity – 1h 30m
  + Blocked by journal mock-up
* In Unity, create a pop-up that displays every time a player earns a reward – 1h
* In Unity, create the basics fundamentals for a main menu – 1h 30m

**NEXT MEETING SCHEDULED FOR 5TH DECEMBER 2018, IN GAMES COMMON ROOM – MID-WEEK SPRINT REVIEW**

**MINUTE TAKER - AMY**