* 5 December 2018, 13:30-15:30
* Computer Games Labs, A214
* Amy Potter and Daniel Pokladek
* Both present, work undertaken

Meeting Overview

* Review previous 4 hours of work
* Discuss tasks for the upcoming sprint

Aim for the Weeks Sprints

* Continue working on game and consolidate sorting

At the beginning of the meeting, myself and Dan reviewed the work that we had carried out during the first sprint of the week. Dan had been unable to complete one of his tasks due to a lack of time available. In this case, Dan had notified me of this prior to the meeting so that I was aware, and the task that was incomplete will be carried over to the next sprint. The task that was incomplete is as follows;

* Create the basis for the journal stats page in Unity – 1h 30m (logged 30m of work, remaining time carried to next sprint)

Since there have been some issues with tasks being complete to an unsatisfactory level or being marked as done but not being visibility implemented into the Unity project (whether features have forgotten to be implemented or a group member has forgotten to push their work), I have added a “Verify” column to the JIRA board – this will enforce that both group members review each other’s work and ensure that it is complete and uploaded to Github as expected.

Due to a limited amount of time on Wednesday, the group continued with the mid-week sprint review over a Discord meeting on Thursday. During this time, we verified the tasks from the previous sprint and set up the remaining 8 hours of work for the week. We also agreed that Dan should continue to review the recently created list of updated user stories to ensure that any missing programming tasks are added.

Tasks for the Long Sprint

Amy – 8h total

* Continue working on new sorting objects – 2h
* Create concept art for reward tree – 2h
* Create a digital concept for anthropomorphised tree – 3h
* Contribute to the creation of the presentation – 1h

Dan – 8h total

* Update the backlog documentation to accommodate for any missing programming tasks – 1h
* BUG: Inventory slots do not retain their size when the inventory is scaled up or down – 1h
* Create a pop-up for when a player earns a new type of reward that they haven’t obtained before – 1h 30m
* In Unity, allow the user to tap on a fully-grown object and click a move button to re-arrange items on their planet – 1h 30m
* In Unity, implement a system that allows a player’s energy bar to replenish over time – 1h
* Create the basis for the journal stats page in Unity – 1h
* Contribute to the creation of the presentation – 1h

**NEXT MEETING SCHEDULED FOR 10TH DECEMBER 2018, IN GAMES COMMON ROOM**

**MINUTE TAKER – AMY**

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