Meeting Minutes – Group 1: Sprint 12

***Date & Time:*** December *10th, 2018 | 9:00am*

***Attendees:***

* *Daniel Pokladek*
* *Amy Potter*

## Meeting Overview:

In the morning the team has met, to rehearse and prepare for the third pitch. The group went over the whole presentation and made sure everyone is ready to present. After the presentation, the group has received good feedback from the lecturers, which they will adapt in the project. Once all the presentations were over, the team has assembled to decide short sprint tasks.

The team agreed, that due to the upcoming deadlines, some tasks might not be done on time and might get moved to backlog.

The group is now making use of the “Verify” tab on Jira, as mentioned in last week minutes, this allows the team to check if the tasks have been done properly, and make sure that all the work has been uploaded. When implementing new systems, this also allows the team to test the functionality, and look for any bugs/glitches.

We have spent some time, until 3pm, working together on the project and we’ve wrapped up the meeting as one of the members had to leave for work.

## Current Sprint Aim:

* Start working on saving/loading of player data
* Find best way to save/load data
* Continue creating rewards
* Continue creating sorting objects

## Sprint Tasks:

Amy:

* 2h | Create more sortable objects
* 2h | Create concept art for reward tree (previous sprint)

*Total: 4 hours.*

Daniel:

* 1h 30m | Research into possible ways of saving player’s progress
* 1h | In Unity, allow the user to tap on a fully-grown object and tap a button to move items
* 30m | When energy is added, it can go over the max amount
* 30m | Inventory slots do not retain their size when the inventory is scaled up/down (previous sprint)
* 30m | Update the Backlog word document with missing programming tasks

*Total: 4 hours.*

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

Next Meeting Scheduled for 12th December 2018.

Minute Taker: **Daniel Pokladek**