Meeting Minutes – Group 1: Sprint 12

***Date & Time:*** December *12th, 2018 | 1:00pm*

***Attendees:***

* *Daniel Pokladek*
* *Amy Potter*

## Meeting Overview:

The team has agreed to meet on Wednesday, to jam and work on the game together. The group has spent three hours working on the game together, as one of the members had to leave for work. Amy has spent the time, creating some new sorting objects for the players; while Daniel has researched into saving and loading of data in Unity.

In the research Daniel has found three ways of saving the data using PlayerPrefs, Binary Formatter and JSON. From the research, JSON might be the easiest way to save and load the data. Json.NET is a library that allows to do so in any .NET language.

Amy has spent the time working on new sorting objects mainly grapefruit, peppers, kiwi, watermelon, pear, and few more (refer to GitHub commit, to see all the added objects).

As mentioned in the previous meeting, due to upcoming deadlines the team would focus more time on the assignment. Working in this jam allowed the team to catch up on the outstanding work from the sprint, to make sure most tasks would be done by the end of the sprint.

The team worked until 4pm, when Daniel 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**