* 29 January 2019, 15:10-15:40
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* All present

Post-mortem of Christmas Vacation

Over the Christmas vac, the group had agreed to carry out a weekly sprint, each completing 6 hours of work. Due to unforeseen circumstances and other work commitments, I was unable to complete as many hours as I had hoped but tried to complete tasks where I could.

In the last sprint, I had a task to begin adding modularity to the assets for our game. During the task, I experimented with the idea of using a “mix and match” approach similar to a flip book where I designed silhouettes for different roots, trunks, and canopies. However, I found that I struggled to keep the uniqueness of the rewards in place using this method. As a result of this, the task was placed back in to do on JIRA. I had originally planned to close the sprint at the original date but was away on a trip to London with no access to JIRA, and this was also the reason I logged my task late, as explained in our chat log. As well as this, Dan stated that he was going to ask Chris for help regarding his outstanding task.

I have since arranged a meeting with Dave Pimm for Friday 1st February to try and address the issue of creating modular assets.

The tasks that were left outstanding at the end of the most recent sprint are as follows:

* Begin creating the final artwork for the modular assets – Amy (3h of 4h complete)
* In Unity, calculate how much time has passed between game sessions Dan (15m of 1h complete)

Feedback Received for the Current Week

**Rob Kurta**

In our project review for the Christmas vac, Rob Kurta stated that there was a lack of transparency with the lecturers regarding the work that has or has not been carried out, this is due to a lack of meeting minutes and chat logs uploaded throughout the Christmas period.

I have since uploaded any missing work and chat logs to try and help Rob gauge where we are in the project, as well as guide him through our work process over the holiday.

Meeting Overview

* Discuss tasks for the sprint
* Upload any missing work

Aim for the Sprint

* Continue developing reward assets for the game

Following the project review that was emailed to us, I wanted to discuss with Dan the work that was carried out over the Christmas vac and identify what went wrong. As well as this, I wanted to update JIRA with a more recent sprint. Unfortunately, Dan said that he would be unable to complete any group work before Thursday due to work commitments outside of university, and instead suggested we set up a sprint following our meeting with Rob Kurta.

For this reason, I will be setting up a sprint for myself so that I can still log time for my work.

Tasks for the Sprint

Amy

* Continue research into designing a persistent game – 1h
* Create reward assets in Illustrator – 4h

**NEXT MEETING SCHEDULED FOR 31ST JANUARY 2019, IN GAMES COMMON ROOM**

**MINUTE TAKER - AMY**