# Meeting Minutes – Monday Meeting

Date & Time:

*18th February, 2018 | 9:30am.*

Attendees:

*Daniel Pokladek (late 5 minutes)*  
*Amy Potter*

#### Meeting Overview:

First thing in the morning, at 9:30, the team has met Rob to discuss the current state of the project. In the meeting the team has discussed with Rob about naming tasks, and how the team could make it clearer as to what is being done due to the task names being vague in previous sprints. The team has also asked Rob about the upcoming presentation, and what the team should present, as the digital game has not changed much due to the team focusing on designing the fundamentals for game’s tutorial. Rob has mentioned that the team should make it clear as what is being scrapped, and what is being kept in the project and what the team is planning to do moving forward.

After meeting with Rob, the team had to attend a lecture.

At 13:30, once the lecture was finished, the team has met once again to decide on the tasks for the upcoming sprint and what needs to be done as priority. Amy has mentioned that she has prepared notes, that will be made into a new backlog, but she has not created the document yet. She has mentioned she will send the notes to Daniel, so that new programming tasks can be arranged for the sprint.

Amy has created concepts for the tutorial screen, and she has also created a mockup of what the greeting with Preasul will look like. Daniel will use that as a base, to implement the greeting stage of the tutorial into the current project, giving the team more to present next week.

#### Current Sprint Aim:

Start designing the greeting dialogue for Preasul as well as the backpack and it's interface. Start implementing the greeting stage into the current project.

#### Sprint Tasks:

Amy:

* + Design two interesting starter seeds, for players to choose.
  + Design the backpack icon, and its interface.
  + Design Preasul greeting dialogue.

Daniel:

* + Work on implementing loading functionality for inventory.
  + Implement Preasul’s greeting stage of the game
  + Preasul should give players a choice of two seeds
  + Implement saving/loading of the planet name and statistics

More detailed task descriptions available on Jira board.  
Total hours of work for each team member: 6 hours.

Minute Taker: Daniel Pokladek.