# Meeting Minutes – Monday Meeting

Date & Time:

*11th March, 2019 | 11:00am.*

Attendees:

*Daniel Pokladek*  
*Amy Potter (10 minutes late, due to crash on A14)*

#### Meeting Overview:

Amy has arrived late to the meeting, due to traffic on her way to University. Before Amy arrived at University, Daniel has met with Rob to discuss the current state of the project. Rob mainly discussed the importance of sticking to the schedule that the team has originally agreed on and making sure that the team definitely knows and has agreed on the next steps for the project due to the small amount of time left before the end of the module.

Daniel has pointed out in the meeting that the team has agreed on a schedule that the team is currently following, as well as Amy is currently preparing a backlog document with all the programming/design tasks and user stories. Rob mentioned, that the team needs to find a balance between document work and development, once again due to the time constraint.

After meeting with Rob, Daniel has gone over with Amy any points she has missed out in the meeting. The team next moved to the common room, to go over the tutorial document to agree on the next set of tasks for the sprint. The team has spent roughly an hour going over the documents and creating tasks for upcoming sprint.

After the tasks were created, the team has finished the meeting.

#### Current Sprint Aim:

Continue working on the main mechanics of the game, so the team can begin playtesting the game as soon as possible to iterate any changes that come out of playtesting.

#### Sprint Tasks:

Amy:

* + Design first interesting starter seed for players to choose
  + Design second interesting starter seed for players to choose
  + Research mobile UI for inventory screen
  + Design the interface for the backpack inventory
  + Create an icon for the wicker basket
  + Create an icon for the journal

Daniel:

* + In Unity, adjust the new item notification
  + In Unity, ensure that Praesul’s dialogue triggers at the correct time
  + In Unity, implement the ability to tap and hold a sapling to water it
  + In Unity, implement backpack glow when players receive a new item
  + In Unity, implement a blue glow to indicate items that require watering
  + In Unity, implement ability to collect produce from multiple yield objects

More detailed task descriptions available on Jira board.  
Total hours of work for each team member: 10 hours.

Minute Taker: Daniel Pokladek.