# Meeting Minutes – Group Project Meeting

Date & Time:

*21st March, 2019 | 11:00am.*

Attendees:

*Daniel Pokladek*  
*Amy Potter*

#### Meeting Overview:

The team have begun the day by meeting Rob at 11am, to discuss the current state of the project. Rob has once again reminded the team, about having descriptive sprint aims. Daniel has described that the sprint aim present in the meeting minutes was a temporary one, as Jira was down at the time and team was unable to set up a new sprint with a new aim.

The team has then gone over the assets required by the project and which of those have been implemented, completed or still need to be done. Rob has stressed that its important for a team to know which assets still need to be done, as the time is chasing the team and to make sure the team sticks to the schedule they need to be fully aware of what needs to be done.

After the meeting with Rob, the team has sat down to discuss the current sprint. Amy and Daniel have decided that due to the problems that Jira was having and the upcoming portfolio assignment, the current sprint would have to be extended until the end of the week. Both members have agreed that this will be the best option, and in the meantime, Daniel would try to get the glowing effects working properly.

#### 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.

Due to the trouble with Jira, and upcoming assignment at the time, the team have decided that the sprint that was currently running would be extended until the weekend. For this reason, the tasks and the sprint aim have stayed the same.

Minute Taker: Daniel Pokladek.