**Meeting minutes: Level 6 - Group 7 Game Project**

Date of meeting: 08/04/19

Time of meeting: 11:45

Attendees: Ionut Ciobanu

Apologies from: N/A

**Item one: Post-Mortem of this week**

***What went well?***

I have obtained feedback for the game, recorded the playtesters, recorded a voice-over and submitted the video well in time.

***What went bad?***

I feel like the quality of the voice-over could’ve been much better had I edited the voice a bit. However, it was not an essential factor.

***Feedback received:***

**Feedback:**

* Most of the players found the game 'fun'
* One player specifically said that the game is fun but challenging
* Another player said he likes how the jumping mechanic works, that it's easy to learn but hard to master especially when playing against other players
* More batteries would be very good as it adds to the rubber-banding
* Maybe reward the player that does very well in some way
* Players found the gate mechanic to be very satisfactory, should be reused throughout the levels
* The timer 'is not amazing but does its job'

**Discovered bugs:**

* the batteries pick-up collision can be dodgy at times - players can climb on the pick-up, need to collide multiple times for the pick-up to disappear
* The boomerang mechanic is broken - the affected player remains stuck (set walking mode node seems not to be working)

**Item one – overall aim of the current weeks sprint (What will the product look like by the end of the sprint)**

By the end of this sprint I will have increased the number of batteries spawned throughout the 4 rounds of a match, increased the overall pace of the game by increasing the movement speed of the characters. I will also have fixed the boomerang mechanic and re-integrated it into the game and investigated the batteries’ collision issues.

**Tasks for current week:**

1. Increase the visibility of the main item
2. Increase the number of batteries
3. Fix the boomerang mechanic and re-add it to the game
4. Double the pace of the game for testing
5. Look into the collision issues of the batteries’ asset
6. Replace the boomerang sprite asset with something more suitable
7. Add a ‘dive’ movement mechanic

**Item Three – any other business.**

Meeting Ended: 13:00

Minute taker: Ionut Ciobanu