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

Date of meeting: 20/03/19

Time of meeting: 10:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

I have obtained valuable feedback as I was planning from several different individuals that played the game.

***What went bad?***

I could’ve maybe found some more players to test my game. Other than that, everything went fine.

***Feedback received:***

The boomerang mechanic is ok, however the projectile itself should be somewhat faster, one guy said.

Most of the players were confused with the timing between rounds (phases, they called them). Players did not understand when the round was ending or how much does a round take. I was suggested to add a timer of some sort so that they can estimate how much time they have left and plan out their movements accordingly.

I have been told that sound effects would be very nice – I was planning on adding them eventually.

They enjoyed the added visual effects.

The pace of the game was alright now that I’ve increased the movement speed of the characters, speeding up the pace in consequence.

Some players loved the jumping mechanic, and some found it ‘weird’ although they understood it.

**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 modified my game based on the feedback I have received.

Most importantly, I will add a timer or some sort of timer to the game, add sound effects, increase the travel speed of the boomerang projectile.

**Tasks for current week:**

1. Add a round timer to the game
2. Add a sound effect for jumping
3. Add background music
4. Add sound effect for the battery pick-up
5. Increase travel speed of the boomerang projectile
6. Review the boomerang mechanic

**Item Three – any other business.**

Meeting Ended: 17:00

Minute taker: Ionut Ciobanu