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

Date of meeting: 04/03/19

Time of meeting: 12:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

I have prepared the presentation that went well otherwise. I did receive important feedback.

During the play-testing I had some technical difficulties under the form of the second character getting stuck into the air after the start of the 2nd round. Although the players were not able to fully playtest the game as I intended, they were able to test the various mechanics and features and I got feedback on them.

***What went bad?***

The problem I had with the game during play-testing stopped me from getting feedback on the overall gameplay.

***Feedback received:***

***Play-testing feedback:***

Double jump feels weak; jumping almost doesn’t feel like a jump

The camera is not reliable – a simple static camera would do

The boomerang mechanic is ‘cool’

Movement should be snappier, game almost feels too slow

Could definitely do with more battery pick-ups throughout the round

Jumping is confusing if not explained

***Presentation feedback:***

I should teach the players the LPM loop; I have to playtest and make sure they (players) understand what’s going on before ramping up the difficulty.

I need to start providing effective feedback to the players, under the form of visual feedback when they pick-up things or double jump.

**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 polished my game based on the feedback I have received. I will take care of the unreliable camera, movement speed, the battery pick-ups and I will introduce a few visual or audio cues as feedback for the players.

The players will know what happens when they pick up something and also how the jumping mechanic works (although I am not sure yet how I am going to do that at the moment).

**Tasks for current week:**

1. Fix the camera by turning it into a perspective static camera
2. Increase the overall movement speed of the characters
3. Add more battery pick-ups
4. Add a jumping particle effect
5. Add a pick-up visual effect for the batteries
6. Add a pick-up visual effect for the boomerangs

**Item Three – any other business.**

Meeting Ended: 15:00

Minute taker: Ionut Ciobanu