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

Date of meeting: 16/04/19

Time of meeting: 11:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

According to the feedback I have received from the latest playtesting I have successfully completed all the established tasks although it took me longer, mostly due to working on my dissertation and other projects concomitantly.

I now have increased the visibility of the item and the number of bonus pick-ups, fixed and re-introduced the boomerang mechanic into the game and added a new ‘dive’ mechanic.

I have also doubled the speed of the game to increase the ‘chaos’ element of the game, making up for a hectic gameplay.

***What went bad?***

It took me longer to complete the tasks than I have initially anticipated.

***Feedback received:***

None yet, I will be playtesting the game again, next.

**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 the week I will have playtested the game once more and gathered feedback. I am especially looking into the effect of doubling the speed of the game.

**Tasks for current week:**

1. Gather feedback on the current state of the game

(These tasks are to be uploaded and tracked on JIRA)

**Item Three – any other business.**

*I might not be able to work as much as before on my projects as I am fully committed to finishing my dissertation in time at the moment.*

Meeting Ended: 13:00

Minute taker: Ionut Ciobanu