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

Date of meeting: 18/02/19

Time of meeting: 16:30

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

I have re-designed the level to fit the moving platforms mechanic. I don’t know whether the level design is good or not at the moment, but I will find out upon having people play test it.

As I am looking for hard fun in this game, I have added a new mechanic under the form of moving platforms (pattern mastery). The code is there and can be re-used if I decide to modify the design of the level at any point after play-testing. The platforms move in a pre-set pattern that players can learn in time.

***What went bad?***

I have finished one task in the last few remaining hours of the sprint. Should have organised (structured) my time better.

***Feedback received:***

None.

**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 arranged the items accordingly throughout the levels – at the moment the items are only set to spawn in a random location that I chose during the coding phase.

I will also have adjusted the movement speed, jump force and the timers throughout the levels as intended. Assets’ sizes will be also adjusted. (Prepare the game for play testing)

I will have added sound effects to the game for the existing mechanics / assets.

I will have replaced the standard unreal engine characters with new character assets.

I will have visually updated some of the platforms throughout the levels – there weren’t enough types of platforms for the new level design so I used what I had. Those platforms need to be replaced to complement the new level design.

**Tasks for current week:**

1. Re-arrange the items and establish locations
2. Adjust the movement variables for the characters
3. Adjust the spawn timings and asset sizes
4. Add sound effects
5. Replace the starter character assets
6. Design and replace the required level assets

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

**Item Three – any other business.**

*None.*

Meeting Ended: 17:00

Minute taker: Ionut Ciobanu