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

Date of meeting: 21/01/19

Time of meeting: -

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have managed to actually divide the game into 4 rounds as I was planning to. I considered this to be the most complicated thing and as such I’ve done loads of research on various forums and watched plenty of videos.

***What went bad?***

I have not set the task(s) properly on GitHub. Upon working on it, I have realised that “*adding a ‘rounds’ system*” to the game is a rather complex task that could’ve easily been divided into different multiple tasks. I had to first define what the rounds are, then add a widget (UI) to let the players know a new round is about to start, then I had to tackle player input, have the scoring put on pause, player teleporting issues and more. As a consequence, I worked over 9 hours on this ‘single’ task instead of 5.

There are still a few issues that I couldn’t solve. I will be contacting the specialist tutor to ask for help.

***Feedback received:***

None.

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

I will have to add the tests (or ‘trials’) for each round of the game. I will also create a winner screen if the time allows.

**Tasks for current week:**

1. Add the trial for the first round
2. Add the trial for the second round
3. Add the trial for the third round
4. Add the trial for the fourth round
5. Create the winner screen
6. Code the scoring system criteria for the winner screen

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

**Item Three – any other business.**

*None.*

Meeting Ended: -

Minute taker: Ionut Ciobanu