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

Date of meeting: 26/02/19

Time of meeting: 11:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

The overall aim of last week’s sprint was to get the game ready for play testing. I have done:

-Rearranged the item spawn locations

-Adjusted the movement variables for the characters (speed, jump height, etc.)

-Adjusted the spawn timings and asset sizes

-Replaced the standard UE4 characters with free royalty, animated robot-like character assets

-Completely redesigned the platforms replacing the old ones, including the background

***What went bad?***

I haven’t added sound effects for all the different assets as I wanted. I will have to add all the animations I was thinking of initially and then add the sound effects. At the moment there aren’t many things that could use sound effects – I have only added one sound effect for when the Boomerang is shot.

Whilst completing tasks I have encountered a problem with the post processing volume – Global Illumination. The scene was getting brighter and brighter with each second, up to blinding bright assets. It took me about 2h of research and multiple attempts to fix it. The issue has now been fixed, but that was a 2 hours delay.

***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 this sprint I will have had my game play-tested a couple of times and recorded. I will obtain feedback on the game.

I will also have prepared my presentation for Thursday, 28th.

**Tasks for current week:**

1. Get feedback on the game (find play-testers, playtest)
2. Prepare the pitch presentation for Thursday

**Item Three – any other business.**

Meeting Ended: 11:30

Minute taker: Ionut Ciobanu