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

Date of meeting: 28/01/19

Time of meeting: 17:00

Attendees: Ionut

Apologies from: N/A

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

***What went well?***

I have found a way to solve all the problems I had with the core mechanics and the camera by myself, hence why I did not ask for my specialist tutor’s help anymore. I have created and coded the first two trials of the game.

***What went bad?***

Initially I was planning to finish up adding (coding) the 4 trials for the 4 rounds of the game this sprint, but I have stumbled upon some materials that helped me solve the on-going issues with the core mechanics. So I decided to address the issues first, which led to me adding a new 5 hours long task. I did not have enough time to complete the initial tasks. Although I have coded 2 of the first trials, these were not added and synchronised with the game yet.

***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 have to continue coding and adding the trials for the remaining rounds of the game. I will have fewer tasks this week as I have learned that these take longer than I anticipated.

**Tasks for current week:**

1. Add the trial for the second round
2. Add the trial for the third round
3. Add the trial for the fourth round

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

**Item Three – any other business.**

*None.*

Meeting Ended: 17:30

Minute taker: Ionut Ciobanu