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

Date of meeting: 30/04/19

Time of meeting: 15:00

Attendees: Ionut Ciobanu

Apologies from: N/A

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

***What went well?***

I have successfully playtested the game for a few hours.

***What went bad?***

Nothing.

***Feedback received:***

I had about 8 players play the game repeatedly a few times.

They found the (now increased) number of battery pick-ups satisfactory and they really enjoyed the new ‘dive’ movement mechanic.

However, the pace of the game (which is now doubled) was definitely way too fast. The players were barely managing to control the characters, constantly failing jumps. The map seemed to be way too small for such a fast paced game as well. Although I have added to that hectic, ‘chaos’ like game feeling by increasing the speed, I believe I’ve overdone it. I will decrease the speed to 1.5x of what it was initially set to.

**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 sprint I will have decreased the game speed to 1.5x and I will have added a functional main menu and in-game menu. I will also add one more (moving platform) gate to the level as per an older feedback received from a player that said he really enjoyed the gate mechanic and would like to see more added to the level.

**Tasks for current week:**

1. Add one more gate moving platform
2. Decrease the game speed to 1.5x
3. Design and code a Main Menu for the game
4. Design and code an in-game menu for the game

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

**Item Three – any other business.**

Meeting Ended: 15:30

Minute taker: Ionut Ciobanu