**Meeting minutes: group 4 Game Projects**

Date of meeting: 5/11/18

Time of meeting: 12:00

Attendees: Alix, Ionut

Apologies from: N/A

**Item one: post-mortem of This week**

***What went well?***

We managed to have a working prototype by the end of the week, although without all the mechanics implemented yet.

***What went bad?***

Ionut did not have access to the prototype until later at the end of the week, which is why he couldn’t complete most of his tasks. There was a lack of communication. Ethan did not show any of the work done.

***Feedback received:***

Dan said there was a huge lack of communication between the team members and the project was therefore at risk. He also mentioned that group work should be mandatory for a team, yet we did not do any this week.

Rob mentioned little was done in terms of tasks on JIRA and the Meeting\_Minutes files weren’t on GitHub either. We later found out Ethan is not alright and we will have to continue the project as a 2 member team for a while.

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

Rob helped us understand that we should work with the existing three items in the game and explore all the possibilities before deciding on adding even more items which would only add to the complexity of the game even further, making it too complicated.

We have decided to focus on the LPM (Learn-Practice-Master) loop of our game, thus dividing a match into four rounds where players’ skills will be put to test against each other. At the end, during the fourth round, all the learned skills will be necessary in order to attain victory.

We have also decided on having the overall limit of points increase with each round, thus balancing the difference of skill between players. The first round will have the lowest limit while the last round (the so called ‘boss round’) will have the highest limit.

Another critical decision was switching engines. We are now working in Unreal Engine 4, as we think it’s more suitable for the scope of our project.

Tasks for current week

Ethan: None for now.

Alixander: Create a game prototype ( / mockup) in UE4, prepare slides for the presentation, focus on the development timeframe.

John: Create slides and prepare for the presentation, design different assets for the game. Decide on the colour palette.

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

**Item Three – any other business.**

Ethan still cannot upload to GitHub. He is also just supervising the project at the moment. He won’t receive any tasks.

Meeting Ended: 12:25

Minute taker: Ionut