**Meeting minutes: group 4 Game Projects**

Date of meeting: 16/10/18

Time of meeting: 3:00

Attendees: John, Ethan, Alix

Apologies from: N/A

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

***What went well?***

Tasks have been moved in Jira

GitHub has been tidied up

Progress has been made

***What went bad?***

Frome the feedback from Rob we have been advised not to have big long tasks

***Feedback received:***

Group 4

JIRA

Overall this sprint looks like some progress is being made, please try to avoid very large tasks such as this one which is 10 hours:-

*As a designer I need to design and animate a set of 4 different characters for the 2-4 adversarial game* I note that it is ‘in progress’ but with no time taken off of the task I have no way of knowing how much has been completed.

Please only set measurable outcomes for tasks so what is the output of this one? *As a designer I need to look into reducing the gap between skilled and less-skilled players?*

You should say I will produce a document (single A4 side) that lists the pro’s and cons of reducing equalizing the game.  You should read Brenda Braithwaite Challenges for Games Designers – chapter on the uses of luck in games.

GitHub

Has been tidied up. Good,  the minutes were up to date I was pleased to see the feedback we have given you was in the minutes, but I would have liked some – a few sentences – from the team on your consideration of this.  I can infer, from the jira tasks that you are following some of the advice but to say so explicitly would be better.

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

Tasks for current week

Ethan: Sort out the character controller scheme and the jumping and sliding mechanics. Read chapter eleven from Schell.

Alixander: Look into the character selection screen and the passing down the object mechanic, as well as character physics. Read chapter eleven from Schell.

John: Design and animate the 4 characters required for the project. Look into more design options and read chapter eleven from Schell.

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

**Item Three – any other business.**

Ethan still can’t upload to GitHub. However, he has let Chris and Rob know and will upload all of his work as soon as he has access.

Meeting Ended: 3.30

Minute taker: Ethan