**Meeting minutes: group 4 Game Projects**

Date of meeting: 22/10/18

Time of meeting: 3:20

Attendees: John, Ethan, Alix

Apologies from: N/A

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

***What went well?***

Everyone completed their tasks

***What went bad?***

We have rushed into making a game without thinking of what this game could be. We were set on one idea and weren’t doing any iterating.

***Feedback received:***

After talking to Rob it is clear that a lot more design work needs to be done in our game.

In our presentation we said that we wanted the game to be cooperative but also competitive. We were originally going to do this with different game modes however we were told that it would be better and lead to a more enjoyable experience if we tried to combine it into one game mode.

After we talked to Rob we talked to Dan, who suggested that we make the prototype with 4 people being able to play it and play test it.

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

As discussed in the session with Rob, we have now decided to put in practice what we learned. Instead of having only one item which would make for a pretty dull game, we will be implementing several items with different properties (pros and cons). This will make the game more diverse while providing the players with an array of meaningful choices that will decide the outcome of the game for them.

To address the cooperative part of the game, we will be adding a ‘twins’ item that will randomly spawn within the match. The two players that grab the twin items will need to hold on to them for a predetermined time in order for each to be rewarded with an equal, considerable amount of points. If only one of them loses the item, the mini game ends.

As for the scoring system, we have decided to disguise the timer of the match under the form of a scoring / progress bar. The players won’t know the amount of points they have individually, but they will know the overall amount of points that had been stacked up. Once a total of WXYZ points are scored, the match ends and the winner is announced.

Tasks for current week

Ethan: Implement the scoring system of the game as discussed. Add functionality to the normal and fast items. Code the jumping and sliding mechanics, add controller support.

Alixander: Implement the mini-game feature and create the scoring system for it. Create the score UI.

John: Create sprites for all of the in-game items (fast, normal, slow and the twin items). Finish off the 4th and last character of the game and his animations. Design the progress-bar and create the UI system for it.

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

**Item Three – any other business.**

Ethan still can’t upload to GitHub. However, he now knows the reason why. Unfortunately GitHub has been down and will fix the problem when it is back up.

Meeting Ended: 4:40

Minute taker: Ethan and John