### Date of Meeting: 27/02/2019

### Time of Meeting: 12:00pm

Attendees: Luke Baldwin, Yurii Skorobogatkoup, Andrei-Marian Patru, Daniel Marsh

### Apologies from:

## Item One: Post-mortem of previous week

What went well:

Andrei, Luke and Yurii have completed all their tasks allocated in the week with correctly logged hours and work committed to GitHub. As a group we decided on a theme for the game. This will now allow the group to find assets that relate to the theme and also design levels and mechanics that complement the theme.

What went badly:

As project manager, I over scoped the aim for this week, this led to some confusion within the group as to what our overall goal was for the sprint. After having my mistake been made aware by the group on our Discord chat, I explained to the group that aim was intended for a later sprint and to continue working on the tasks allocated for the weeks sprint.

Feedback Received:

We received feedback from Rob about the direction for our prototype build. As a group we were deciding whether to rebuild the prototype in 3D. After Rob had seen the progress made from the prototype and gave the group good feedback on the 2D design. We decided to keep with the 2D top down perspective and keep focus on refining our core mechanics and improve the levels with rising difficulty and challenges. Rob had also recommended we look into *Scott Kim: The Puzzle Makers Survival Kit* to help aid us in designing levels, mechanics and player experiences for the game.

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Research 2D and 3D character design  Maze Level Design 0-3  Research Art Assets |  |
| Yurii Skorobogatkoup | Scene Implementation  Scene Code |  |
| Andrei-Marian Patru | Ghost Enemy Mechanic  Key Collection  Finish Level Box |  |
| Daniel Marsh | Write Meeting Minutes  Create Jira Tasks | Develop Unity Editor Skills  Level Design Ideas |

Item Two: Overall Aim of the current week’s sprint

Prepare the game project for the MVP pitch presentation.

## Tasks for the current week:

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin | Game Jam.  Implement Levels 1-2: Within the current Unity build, using the prefabs created by Andrei and Yurii, create levels 1 and 2. Use your designs from last week but remember to playtest the level.  As soon as you have completed this task, notify Andrei and Yurii so they can begin their tasks.  Remember, when designing the levels, have at least 2 clear paths the player can visibly see to complete the level but only one path will make them succeed.  Design Main Menu: Within the mater project file, design a main menu within the current Unity project. The menu must be clear to read and must include "Start" button and "Levels" button. (the levels button will take you to a list of all the levels.)  I recommend you do some research into other game menus to get an idea of layout and orientation.  The Main Menu does not need final art assets at this time but keep in mind colour hierarchy and typography.  Meeting for MVP presentations: Attend a meeting with the group on Monday at 12:30 to prepare for the MVP pitch presentation | 3h  1h  1h  1h |
| Yurii Skorobogatkoup | Game Jam.  UI Buttons: After Luke has finished implementing the levels and designed a Main Menu, add in code to make the main menu buttons function as intended.  Add code to the collectibles that Luke will place within the levels.    Collectibles: After Luke has finished implementing the levels and main menu, add code to the collectibles that Luke will place within the levels.  Meeting for MVP presentations: Attend a meeting with the group on Monday at 12:30 to prepare for the MVP pitch presentation | 3h  1h  1h  1h |
| Andrei-Marian Patru | Game Jam.  Movement and Level Finishing: After Luke has finished implementing the levels and main menu, test the movement mechanics and make sure it works fluidly with the WASD inputs.  Implement the code for the Level finish in the levels Luke has designed.  Meeting for MVP presentations: Attend a meeting with the group on Monday at 12:30 to prepare for the MVP pitch presentation | 3h  2h  1h |
| Daniel Marsh | Game Jam.  Create Jira Tasks: Set out the tasks for this weeks sprint.  Write Meeting Minutes: Write up the meeting minutes.  Create MVP Presentation: Create a template for the MVP pitch presentation. Layout the presentation so that each member of the group can contribute to the presentation.  Meeting for MVP presentations: Attend a meeting with the group on Monday at 12:30 to prepare for the MVP pitch presentation. | 3h  1h  1h  1h  1h |

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00

### Minute Taker: Daniel Marsh