### Date of Meeting: 13/03/2019

### Time of Meeting: 12:00pm

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

### Apologies from: Yurii Skorobogatkoup

## Item One: Post-mortem of previous week

What went well: Myself and Luke delivered the MVP presentation and received feedback on the project. The game is almost ready for an initial playtesting session with some minor tweaks to the code, bug fixing and one more level left to implement before playtesting can start. The group are noticeably conversing on discord, discussing problems and communicating solutions. Luke Andrei and Yurii have been logging their hours on Jira and committing work to Github on time.

What went badly: Yurii and Andrei were not able to attend the presentation due to illness. In the future Andrei needs to notify myself and Rob earlier if he is unable to attend. Due to Yurii not being well for most of the week I have reduced his tasks for the week to allow him time to recover.

Feedback Received:

The feedback from Rob after our MVP presentation:

*“Andrei messaged 5 mins before presentation that he was not going to present. Unless there were compelling reasons for this late decision you have caused your team unwanted complications. Yuri i know about.  You have removed the movement mechanic for a launch mechanic for a dungeon crawler. You did take us through the brief and your solution. You have mentioned the emotions and the learn practice master loop that you want to implement. Complexity comes through time, but what about the number of movements to complete the game? You need to focus on where the 'challenge' is coming from, the number of pickups, speed of completion etc.”*

We also received feedback from students after the presentation. Most noticeably was a suggestion about including an ‘undo’ mechanic that allows a player to undo any mistaken step in the game in case a player gets stuck and cannot progress in the level.

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Implement Level 3  Research Tile Set Implementation |  |
| Yurii Skorobogatkoup | Bug Fixing: Keys |  |
| Andrei-Marian Patru | Bug Fixing: UI text placement  AI movement  Level 3 scripting |  |
| Daniel Marsh | Write Meeting Minutes  Create Jira Tasks | Assist In Tile Set Implementation |

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

## Design levels 4,5 & 6 with the new planned mechanics and develop mechanics for future levels.

## Tasks for the current week:

|  |  |  |
| --- | --- | --- |
| Group Member: | Current tasks for the week: | Allocated time for tasks: |
| Luke Baldwin | Game Jam.  Design Levels 4, 5 & 6: Level 4 - Introduce the Ghost enemy.  Level 5 - Use other mechanics along with the Ghost enemy such as the Red Killboxes, coins and keys.  Level 6 - Introduce the Limited Moves mechanic. Replace the Timer with a restricted number of moves the player can have. Remember to create a predetermined path first, playtest and then iterate the level.  Quit Button: Create a sprite image for the Quit button in the main menu. Make the design consistent with the rest of the UI. | 3h  2h 30m  30m |
| Yurii Skorobogatkoup | Game Jam.  Bug Fixing: Limited Moves: Continuing from Wednesdays Game Jam, debug the coding issues found within the Limited Moves mechanic.  Text Overlay On 0 Moves: Create text that overlays onto the screen saying the player is out of moves when the move count reaches 0. | 3h  1h  30m |
| Andrei-Marian Patru | Game Jam.  Player Character Fade: Make the player character fade away as the number of moves decreases. If this requires animation then research animation techniques within Unity for 2D sprites.  Player Teleportation Mechanic: Create a the mechanic that allows the player to teleport from one location to another. Think of Portal, where the player can create an opening and travel through a portal to another location on the map. | 3h  1h 30m  1h |
| Daniel Marsh | Game Jam.  Create Jira Tasks: Set out the tasks for this weeks sprint.  Write Meeting Minutes: Write up the meeting minutes.  Assist In Tile Set Implementation: Help Luke with the implementation of tiles sets into Unity. | 3h  30m  30m  1h |

(These tasks to be uploaded and tracked on JIRA)

## Item 3: Any Other Business.

### Meeting Ended: 1:00

### Minute Taker: Daniel Marsh