### Date of Meeting: 20/03/2019

### Time of Meeting: 12:00pm

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

### Apologies from:

## Item One: Post-mortem of previous week

What went well: As a group we play tested the game in its current build and found multiple bugs and issues with the gameplay which were solved during the game jam and during the week while tasks were being complete. All tasks set for the week were completed on time with the weeks aim met by having 3 new levels implemented into the game along with a new mechanic that can now be implemented into the next set of levels.

What went badly: Jira had been down for most of week so worked completed by the group was accurately logged but workflow continued, and the tasks have been completed on time nonetheless. Following a report from Rob, the Jira tasks have not been correctly logged. This now has been addressed to the group so that tasks are correctly logged.

## Individual work completed:

|  |  |  |
| --- | --- | --- |
| Group Member: | Work Completed: | Outstanding Tasks: |
| Luke Baldwin | Design Levels 4, 5 & 6  Quit Button |  |
| Yurii Skorobogatkoup | Bug Fixing: Limited Moves  Text Overlay on 0 Moves |  |
| Andrei-Marian Patru | Player Character Fade  Player Teleportation Mechanic |  |
| 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.  Group Meeting  Implement Tile Sets Into Levels 2, 3, 4, 5, & 6: Using the new tile sets, redesign the levels so they are more aesthetically consistent with our chosen theme.  Create the first 3 levels with an ice theme, the next 3 with grass and stone and the last 3 levels stone and fire.  Design Level 7: Plan out the layout and plot the pathways for the player character. This level will be an introduction to the portal mechanic. | 2h  1h  2h  1h |
| Yurii Skorobogatkoup | Game Jam.  Group Meeting.  Research Audio Assets: Research into finding royalty free audio for the game project.  Look for a backing track that could be played during the game.  Also look for audio for coin and key pickups.  Research Ice Trail: Research into implementing a trail of ice that follows the player and disappears over time.  Playtest: Playtest the levels to make sure they all function as intended. Test the levels to make sure all the levels can be completed and all the mechanics behave as intended. | 2h  1h  1h  1h  1h |
| Andrei-Marian Patru | Game Jam.  Group Meeting.  Portal Cool Down Bar: Develop a cool down bar for when the player character uses a portal to teleport to another location. Create it so the player cannot use the portal until the cool down bar has reset.  Refine the player fade animation. | 2h  1h  2h  1h |
| Daniel Marsh | Game Jam.  Group Meeting.  Create Jira Tasks: Set out the tasks for this weeks sprint.  Write Meeting Minutes: Write up the meeting minutes. | 2h  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