**MEETING MINUTES: -WEEK 7**

Date of Meeting: 13/03/19

Time of meeting: 10:00

Attendees: Tyler, Jack, Marta, Eva

Apologise: N/A

**Item 1: Post-mortem of Previous Week(s)**

What went well: Most of the tasks that were given over the past couple of weeks were completed.  
For Week 4, We created some further concepts in both art and the Level Design.  
For Week 5, Task management was given to Jack from that point onwards. We were also successfully able to create the MVP Pitch.  
For Week 6, Jack, Marta and Eva presented our MVP Pitch, which seemed to go well with only a few issues that emerged during the feedback. After the Pitch, we started focusing on the development phase of the project. We have a finalized narrative, as well as some finalized assets.

What went poorly: Attendance, communication, and work completion have been all over the place.  
For Week 4, We did not arrange a meeting before the end of the Sprint.  
For Week 5, Jack, Marta and Tyler (Eva was ill and unable to attend) had a meeting before the end of the Sprint but we did not create minutes for it. This was due to the fact that the meeting was short and mostly focused on the creation of the walkthrough video for the MVP. The tasks were also not particularly clear, for everyone, which caused some minor delay’s with the completion of the Pitch.  
For Week 6, Tyler was unable to attend the MVP Pitch. Eva used out dated information of our game, we were had failed to update her on the current state of the project. Tyler found complications with tilesets (that being, the tilesets were not able to work like the way we wanted for the game).

**Item 2: Aim of the upcoming sprint**Our aim is to start making levels and reaching the Minimal Viable Product mark.

**Feedback:**For the MVP Pitch presentation, we were given a lot of feedback on our project.  
The first bit of feedback was on the Mana system, where he believed we hadn’t implemented it. Jack explained we had but the current build showed a number system rather than a bar which we had planned to have anyway, but it definitely would be a better indicator for the amount of mana available.  
The second bit of feedback was on the mana system as well. He asked why we had the mana system anyway, as it seemed it had little use other than moving blocks. It was a good point but, Marta explained that the Mana system was there to add a bit of challenge and strategy when traversing the level.  
The Third and fourth bit of feedback was on Eva’s side of the presentation. The Third was where she showed three concept pieces of the Level Design for a few seconds. The Lecturer mentioned that Eva could have explained a few things with that slide, like what her thoughts were when making it. The fourth was the inconsistencies with her talking about things that were old ideas or things we didn’t plan at all. We did mention that communication is a major issue.

For the end of Week 6, We had a meeting with Rob where he pointed out that many of the groups including our own. Rob also did talk to Tyler and Jack about the last Minutes we had which he said were very vague and not very informative.

**Task:**

Jack: - Finish what is left of the GDD (4h)

Marta: - Create 2 levels in the first area (4h)  
Create some more assets for the first area (2h)

Eva: - Create levels in Unity (6h)

Tyler: - Allow Player to move tiles back early (1h)  
Fix Bug where Player doesn’t always reverse (1h)  
Add Jump Blocks (1h30m)  
Add Spike Blocks (1h30m)  
Add character Walk animation to the game (1h)

Meeting Ended: 10:30

Minute Taker: Jack