**Meeting Minutes: Group Project Sprint 6 - MVP Post Mortem Meeting**

**Date of Meeting:** 06/03/2019

**Time of Meeting:** 12:00pm

**Attendees:** Michael Davis (Project Manager/Programmer), Bogdan Dumitrascu (Designer), Jack Gilmour (Designer)

**Apologies for Absence:** None

**Absent:** None.

**Sprint Aim:**

Respond to feedback by implementing changes.

**Item One:** Team Discussion

We talked about the scope of the [project and we all felt that it was

We discussed a few improvements, to the game from the feedback we were given.

* Make the level 2x times as big. Even though Chris advised us not too, our original plan was a map 4x times the current size.
* The game ends after so many in game days, indicated via a HUD notification and the day/night cycle in game.
* Resource management for the player, by having a health level. Health can be increased by interacting with items in the game world e.g. mushrooms. Health decreases over time.
* Trap laying ability, to place traps in the game world. To trap zombies or kill them.

**Item Two:** Task Allocation

All - Continue level design research - 2 to 3hrs

Jack Continue making traps - 2 to 3hrs

Bogdan - Add in HUD for health bar - 2hrs.

Me - Add damage over time - 2hrs.