# Sprint meeting report – Sprint week 2:

## Topics for this sprint meeting:

* What did everyone do in the last sprint week?
* Did we achieve our goal that was set for the last sprint week?
* Did our work live up to the standards and goals that we set for the sprint week?
* Set goals for the current sprint week.
* Discuss topics that should be discussed with the customer
* Discuss the process of how the first prototype can be executed
* Does the group member get along well, and feel that no one is felt excluded?
* How can every group member feel that they can contribute to the group in a positive way?

## Sprint 1 wrap up

**What did everyone do in the last sprint week?**

Every group member contributed equally on the documentation needed for the sprint week. Also, everyone contributed equally on brainstorming phase for the initial game concept.

**Did we achieve our goal that was set for the last sprint week?**

We felt that we achieved our goals set for the last sprint week. However, as we received our feedback from last sprint artifacts, we saw that the quality of our documentation didn’t reach the standards that was set for that sprint week.

**Did our work live up to the standards and goals that we set for the sprint week?**

No, as said above the documentation did not have any high standards. And this is something we would like to improve and change on in this sprint week.

## Goals for the current sprint week

- Create a simple, but functional prototype in unity 3.

- Get more insight in Unity 3 engine.

- Learn more about how Git works, and get a good understanding of this process.

- Use Jira actively for every tasks (sprint issues).

- Focus on what the customer wants when creating the prototype.

- Have more structure when creating any type of scrum artifacts (product, documentation etc.).

- Review all of the previous documentation from the last sprint week. Translate the documentation from Norwegian to English. And try to meet the standards that is needed for sprint materials.

## Topic to be discussed with the customer

* Present our concept, and ask him how he feels about it.
* Try to get some feedback on how the customer wants the gameplay to be, or if we can do whatever we want (as we have a good idea on this matter).
* Ask which main factors that should be included in this sprint prototype.
* Target Audience, what does the customer want from this game?
* Try to guide and help the customer to find reasonable solutions.

## Prototype 1: Execution of process

*Discuss the process of how the first prototype can be executed.*

Everyone on the group should use Unity 3 (v.3.5.6f4). This program should be installed on each of the group members’ personal computer.

3D artists should use 3DS Max for the process of creating 3D models for the game. 3DS Max and Unity can easily be used upon each other.

Programmers should use MonoDevelop when scripting for this prototype. MonoDevelop is included in Unity 3, but the programmers will also use a standalone program for MonoDevelop.

Every group member will communicate freely within the group when discussing what assets are needed for the prototype. If a member needs something from another member, this will be requested directly to him. However, when requesting an asset to a developer, this task should be created as an individual issue on Jira.

We should use Jira for any (uncompleted or completed) asset created for the prototype. This is to have a structure on everything that is created, and also creates a version control for this process. If any assets are lost or broken, a backup (older version) of the asset should be found on Jira.

Github should be used to the same purpose as Jira. Everything created for the prototype (also including any other sprint artifacts) should be uploaded to GitHub. This is to create a solid version control and backup for the process of making a prototype.

## Group communication

*Does the group member get along well, and feel that no one is felt excluded?*

Every group member feels that we have a good communication within the group. Every group member can speak freely, and no on feels excluded when communicating, brainstorming or decision making.

## Individual expertise

*Does every group member feel that they can contribute to the group in a positive way?*

Every group member has the experience and expertise to fulfill their role. Everyone has something that they can contribute with to the group and this sprint week.

# Sprint meeting report - sprint week 3:

We won’t go so much into what is already detailed within the other sprint meeting reports, but rather focus on new things we can discuss.

## Goals for this meeting:

Brainstorm around the game concept (refer to prototype 2 section of this report) to carve the idea and concept more in stone.

And get a general idea how the group works after these sprints.

## Prototype 2: Execution of process and Game Concept brainstorming

*Loose Game Concept discussion (Write down everything we can come up with for the game)*

* Levels divided by doors in the test facility (world). Although doors can lead to nothing which should distract the player from the goal (but not entirely).
* You should just hinder the murderer, and not completely destroy/erase him. Use of tools
* Levels: Platform type within the game, you could open a door that leads to a cave/dungeon setting. Here you must jump around on platforms/ledges to complete the level. The murder dwells on the floor under the platforms/ledges, if you fall down you don’t die, but the murderer chases you.
* You can use the complex system of corridors to outsmart the murderer and get away. If you get jumped/attacked by the murderer you will “die”. But random tools should be placed around the world that you can use against the murderer to get away with.

*Game Lore discussion(more precise and in depth lore)*

Government use you as a test subject, they create a vision of the murderer they chases you. This idea can give as a very great freedom to create what we want. What we mean is that the test facility that you’re placed in can have doors to different worlds (cave level, forest level, etc). Doors open to new “dimensions”.

Background story:

Munch was the first test subject for this test that happened years ago (1890). And as Munch himself was the first test subject, he was the one that made the scribbles and guiding on the walls etc . Munch first met the Murderer in this test facility, and thus he painted the Murderer later on.

As technology wasn’t as developed at this time period, the government shut the funding for the test project, because the test didn’t actually give any relevant documentation for the fear and paranoia factor.

It wasn’t before the later years this test project was reopened. After this first test sequence with Munch, the technology within the world has been updated.

1960: The government wants to test the effect of fear and paranoia within the human mind. To create a real setting of fear, the test subject can’t know that he’s in a test environment. Therefor the player is brought unwillingly (bashed in the head, wakes up in the test facility) to the test. The player will wake up with no understanding of where he is, and what he is meant to do (he will find clues).

The government wants to use fear and paranoia as a instrument to get more power over the people, therefor they need to test how fear and paranoia works within the human mind.

The player is intoxicated with several sedatives to empower his fear and paranoia emotions.

Everything within the test facility is placed there for a reason, and every place where the player can walk is there for a reason. They use the hidden messages within the Munch’s paintings for the testing.

The player will feel that he is in a surreal setting (caused by the hallucinating sedatives), but everything is real.

The government’s plan is to get the player to finish the test. When the player finishes the player will get to a white sterile hospital/lab room, men in white coats come in and try to drug the player so that the player will get unconsciousness. (cut scene): The player struggles with the test staff that are trying to drug him down. While struggling, he cuts himself on a sharp material and then get finally get drugged down. The player screen will fade to black and fade back again. When the screen fades back, the player wakes up in his bed at home.

He doesn’t remember anything, but he sees the scar from the cut on his hand. Giving the player a sense of everything being real and not a dream.

*Game objective discussion(what should the player do in the game)*

Get out of the test facility and finish the test (meaning that the player wants to get out of the place while having no understanding of being in a test environment).

Player is reminded of him being in a test facility:

* White distorted windows within the test facility
* Cameras?

Player should reminded that he was in a test when he wakes up:

* When he is done with the test, he will start a struggle with the guards that are trying to drug him. He hits his hand in a sharp material, giving him a cut in his hand. When he wakes up, that cut is still there.

The player should be guided with in game objects, but there is no tutorial (only tooltips for how to control your character).

Paintings should guide the player on what he should do/where he should go:

* Text on painting will give you hints
* The paint image can guide the player
* Scribblings on the wall/paintings

*Game mechanics:*

Sprint: You can sprint over a short distance, but will get exhausted. When exhausted, you can’t sprint for a while and the camera will get distorted.

Flashlight battery: Either a GUI showing the battery life of the flashlight. Or the light from the flashlight will start blinking or get weaker as the battery life expands.

Tools: You can send the murderer back into his painting by the use of a tool.

The murderer doesn’t like light, so you can use light to hinder the murderer from getting to you and create “safe zones”.

You can pick up matches to light up candles, this creates light that represent an area that the murderer can’t get to (safe zone).

*Discuss the process of how the first prototype can be executed.*

Cutscenes can be live with 3D models, but if it is too hard, we will create a sequence with images with text that will create a cutscene.

## Group communication

*Does the group member get along well, and feel that no one is felt excluded?*

Every group member feels that we have a good communication within the group. Every group member can speak freely, and no on feels excluded when communicating, brainstorming or decision making.

We feel that the group communication has developed in positive way the last sprints, and thus we can work better and more effectively.

## Individual expertise

*Does every group member feel that they can contribute to the group in a positive way?*

Every group member has the experience and expertise to fulfill their role. Everyone has something that they can contribute with to the group and this sprint week.

In this sprint we also can assign work tasks from the backlog better.