

## 17<sup>th</sup> Team Meeting Protocol | Experimental Games | 16.05.2020

### 1. **(Short) Progress Reports** from the different Departments

Design:

**Moony:** Added **occlusion culling** (We have to redo it before the build), Adding **sounds** (movement, shooting, health is done. Last chamber still needs to be done.

**Background music is not yet implemented** (transition between tracks causes troubles. Reverb is not working yet), Placed the shotgun enemies yet. Audio script activates extra features on the enemies

Lars: **Looked for sound effects**, Set **up level streaming** and make it work together with spawn points and enemies (Clipping issue with the streaming volumes?),

**Boss room door is not working,**

Art:

**Robert:** Created **particles** (Some colours are off, but will be changed once they are in the scene), may resort to using another **particle for the respawning**, Working on the **logo design** currently, fixed **animations and textures for the bow**

**Alex:** Checked **HD Render Pipeline** (Cool, but not feasible for us in this late stage), created **materials for the walls and the ceiling**, **UV mapping** quite a few environment assets

Programming:

**Dru:** Working on the **boss room**, **fixed bugs**, **importing Roberts animations**, **importing scripts** into level one, Created **regeneration**

### 2. **Talk about Moony's ideas for the end of the game**

One little devnote from all the real team members in the end in a separate scene. Everyone can tell the player something they like. **Idea was approved**

### 3. **Choice of music:** Any remarks from the others?

First piece was considered more interesting but also distracting. Alex may reduce the impact of the effects a little to keep the more interesting piece. If there is no time we will use the simple version.

4. How are we going to handle **lighting**?

**Baked lighting is not going to happen**, Alex will just do some adjustments on brightness and stuff in certain areas

5. Discuss content of the **stage 3 pause menu**

**Mouse sensitivity shouldn't be a** displayed in percent. Font for the menu should be a little bigger. Environment sound should be bound to the SFX,

6. How did **our development process** go through

Talk about the general structure of the development, our initial plans and the changes throughout the project.

7. Discuss some **points for the post-mortem**

**Agile development:**

Robert liked it. Weekly sprints were good in this scenario with few weeks and the home office scenario. Sprint length was appropriate considering the overall length of the project. Retrospects were appropriate to talk about more personal stuff and deepening understanding from the others.

Alex generally liked it as well. Weekly structure was good to remain focussed, especially under the Corona circumstances. It's also a good way to have some structure for orientation but be flexible with it at the same time. Retrospect really helped to connect to the rest of the team in a more direct way, but at the same time weren't that helpful to change processes.

Moony liked agile development, but sometimes it wasn't clear how much certain tasks need to be finished to consider done in one sprint, Midsprint meetings were liked, Moony didn't see the merit in writing daily scrums, because meetings were frequent. Also retrospect meetings weren't that great because personal stuff should be handled more immediately.

Dru liked agile but also felt they were adding pressure, especially with a non-existent backlog. Also remarks that management structure success also depends on the people. Daily Scrum helped him structure and review own work, but

information on others tasks wasn't as helpful. Mostly when you work in tandem on something it helps. But seeing the actual progress is more rewarding. Appreciated the Retrospect because it was devoting some extra time to the more personal dimension that might have been lost otherwise.

### **Home office:**

**Alex:** Less motivated, able to channel creativity better during working with others. Being able to talk to people creates stronger bond and focusses on project. Working on stuff alone creates opportunity for unproductive distraction.

**Dru:** Likes working from home to not be distracted, to remain in the flow of working, Socializing in breaks is relaxing to do so, but working on own schedule is liberating

**Moony:** Home office person, except for QA. Virtual QA has a non-live aspect and live you can influence the session more and focus on specific aspects.

**Robert:** Didn't like working from home, gets distracted a lot at home, likes being connected to the other teams, especially with immediate feedback. Also thinks learning works better while discussing certain problems with somebody else

### **QA Idea and how it worked out:**

**Moony:** Thinks the QA session was a quite good idea and worked out great considering the circumstances. Would prefer live QA session though. Structuring the process in documents, was different and more work.

**Robert:** At feedback was mostly happening for the second stage, so we knew better what we needed to do. Knowing that art was appreciated did help. QA session put some extra pressure on you during the sprint

**Alex:** Art aspect wasn't as memorable but also due to the lack of good questions provided to the testers. It was helpful to see that people got the general artistic direction.

**Dru:** Didn't get much feedback from the QA session

## **Concept/Execution of the actual game:**

**Robert:** Generally likes the game because he likes shooters in general. Gamefeel is already cool. Learned about animations and rigging better, building up stuff for the first stage was interesting because usually you don't show early stuff to the recipient.

**Dru:** Generally likes the project. Likes FPS and therefore appreciated the gameplay. Thinks visions of individual team members aligned well to him. Dru would have liked to learn a bigger concept from programming, but was also happy to be more grounded in this project compared to the last one.

**Moony:** Likes the project, but cutting the features we needed to cut did hurt. Designing something unfinished was uncomfortable and weird because you would know that people would not like while playing. Designing with another designer is different and involves a lot of negative feedback because you rather discuss negative stuff. Split of the work was good

**Alex:** Was not fully convinced by ideas at first, but got into it when first devnotes were out. Felt like there was too much freedom initially with creating the assets. Contrast between stages would have been better. Splitting the work as artist was okay, but working together with Robert on stuff was always better and more interesting. Nonetheless accepts realities of asset production to be mundane sometimes

## **8. Proper wrap-up meeting after all the deadlines?**

Agreed do have one on **Friday at 4pm**

## **9. Plan further process of creating the presentation**

Agreed to send in recordings **until Monday noon**

## **10. Priorities until the end of the week**

**Final Version** of the game should have the created **effects, animations, textures, early versions of 3<sup>rd</sup> stage devnotes and soundeffects plus music**. Light adjustments will not happen, **boss fight is still in question**

**Presentation:**

**Art:** Comparison of different stages, some animations, moodboard

**Programming:** Collage of gifs showing technical

**Design:** Most stuff will remain, except for the target audience slide. Might even reuse some of the recorded audio.

**Management** will be replaced by project development process and post moretem.