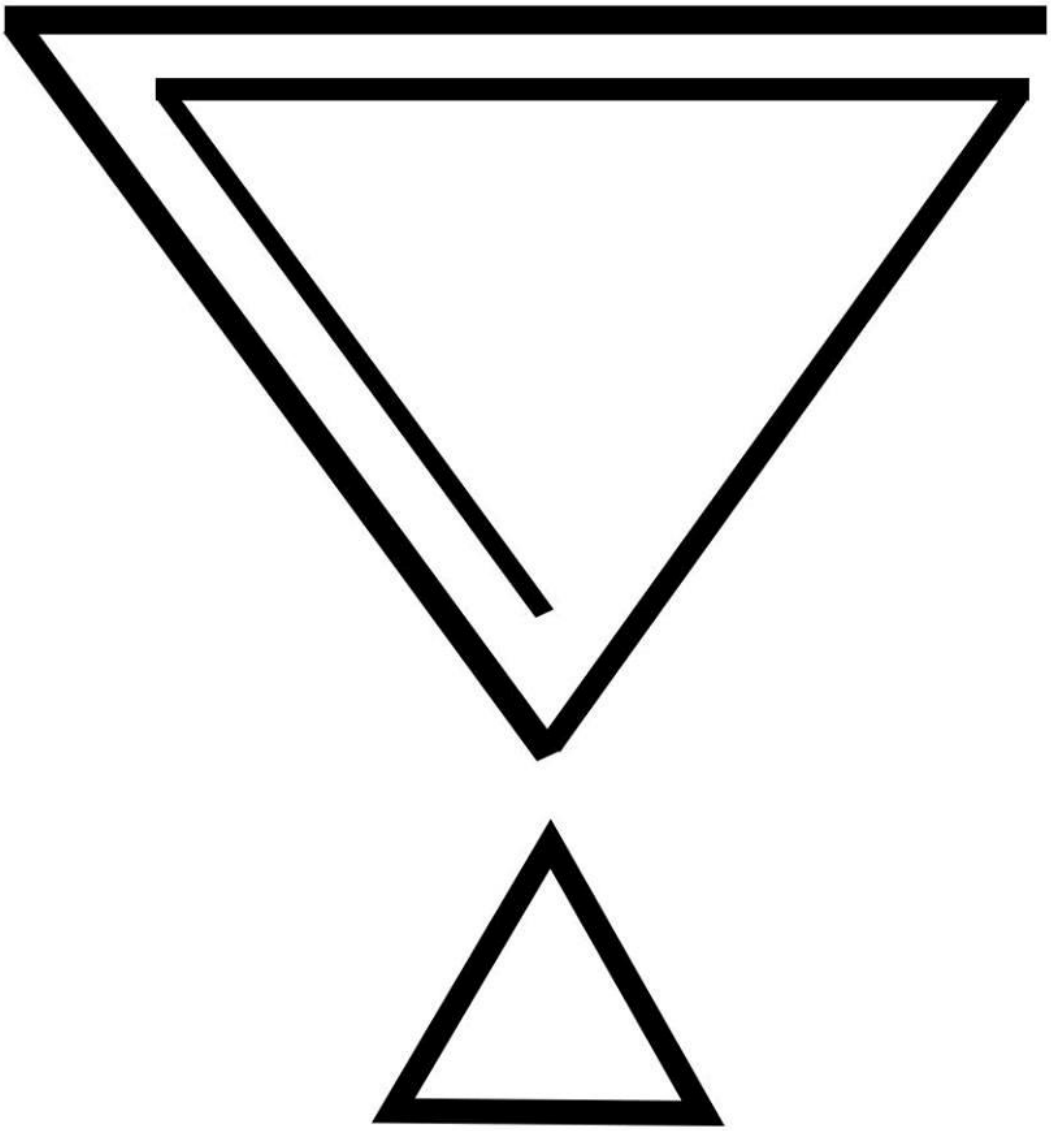
27 OCTOBER 2017



TEAM MEETING REPORT

Arnold Bukachi
Yipikaye! Studios
Plymouth, UK

YIPIKAYE!
STUDIOS

Objectives

- COMPLETE user story mapping
- PLAN next week's pitch
- UPDATE social media spaces and UPLOAD YouTube clip
- BEGIN GDD documentation
- LIST assets to be used in Ninja! Shine

User Story Mapping (USM)

Agreed as a team that we would discontinue using the USM methodology due to finding a much more suitable agile management methodology: scrumban.

Team Pitch

For next week's team pitch, we decided to enquire via a post on Piazza about the maximum time each group could talk for. Based on this information we would proceed with planning. Follow the link to see Dan Livingstone's response to our query:

https://piazza.com/class/j7rpoyptbm54bc?cid=73

Intro:

- Who we are? Individual roles?
    - Yipikaye! Studios
    - Ludwik, (Modelling + Programming), Arnold Bukachi (Design + Management), Chun Lee (Programming)
- Project name? Summary of concept/genre?
    - NINJA! Shine
    - Augmented Reality Stealth puzzler
- USP and core technologies used
    - Procedurally generated mazes
    - AR driven game

Main:

- Talk about the individual research we each conducted;
    - Ludwik – Limitations of different AR kits
    - Chun – How AR alters our game's mechanics
    - Arnold – Robotic platform integration with AR but due to time constraints we decided to drop the idea.
- Present tech demo
    - Videos of our different prototypes
        - Explain the evolution of game concept
    - Describe how we're building one game on *two different platforms with two different AR kits*.

Social Media + Video Sharing

- Updated our website, Facebook and Twitter spaces
- Here are the links to the videos we uploaded:
    - Tangible controller test – https://youtu.be/hmV8tUExz6Y
    - AR boundary drawing and modifying – https://youtu.be/oyDblctAdaw

Games Design Document (GDD)

- Began filling in GDD with confirmed information such as project title, authors and URLs. More to be added continually.

Listed Assets for NINJA! Shine

A list was compiled of the features our team would like in our game. From previous meetings we were all in unanimous agreement that a modular maze design would be most suitable if we are to create randomly generated mazes. Assets are as follows:

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This list is by no means exhaustive. More to be added in an updated version of this document.

END OF REPORT