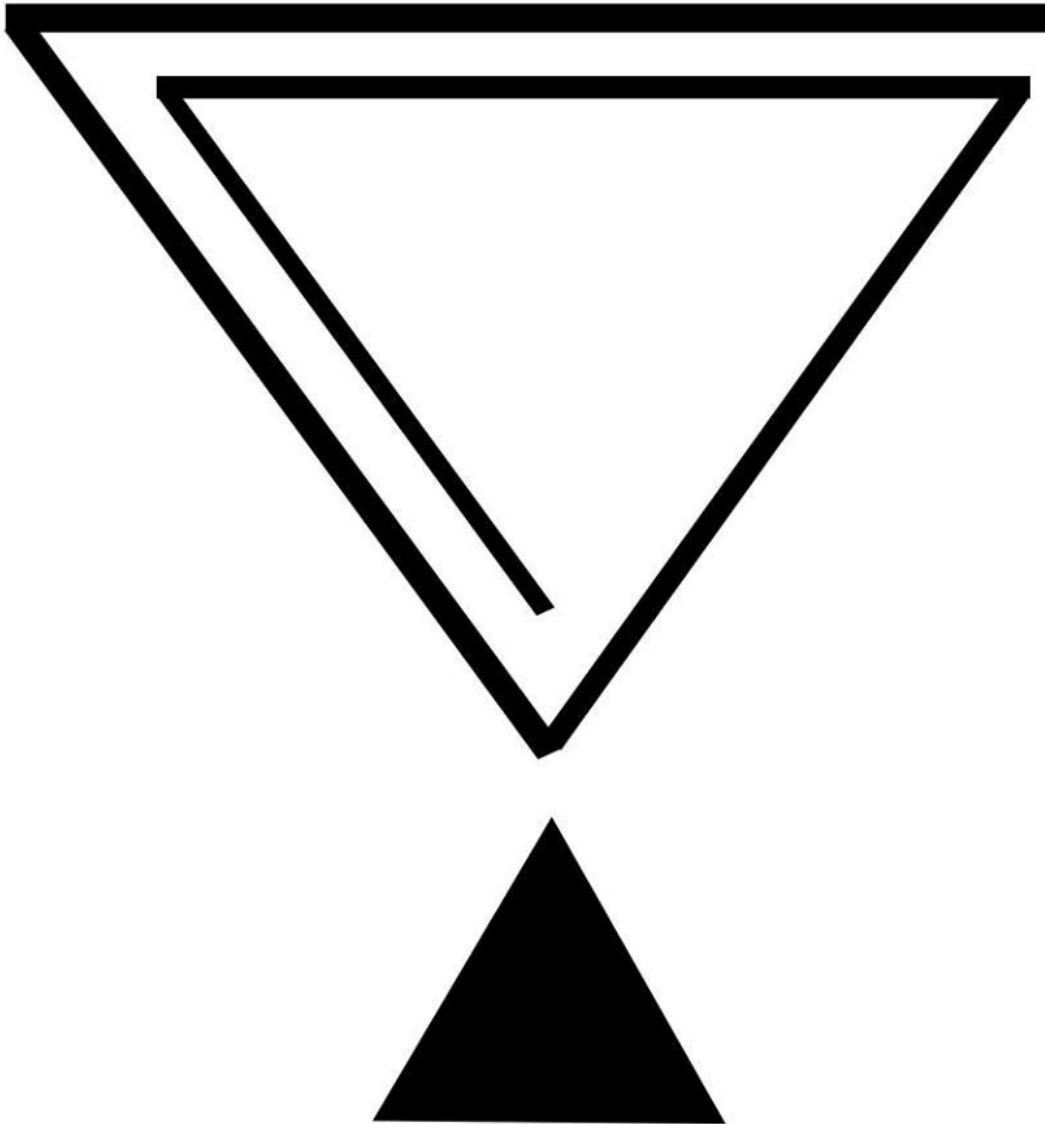


15 DECEMBER 2017



## TEAM MEETING REPORT

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## Objectives

- **CHOOSE** what to implement based on Dan Livingstone's feedback
- **CREATE** a task list for the Christmas period
- **DIVIDE** them evenly amongst team members

## Implement based on Dan's feedback

- Prioritise development on a single platform (Vuforia) instead of on 2 different ones.
- Conduct play testing amongst peers to get feedback
- Manage a YouTube channel to showcase people playing our game; testing (watch how they interact with it)
- Deploy different control schemes dependent on game level viewpoint i.e. a bird's-eye view would have a point and click (tap) control scheme
  - Have an angle of tolerance so that the player is not fixed looking down (for the bird's-eye viewpoint)
  - Different shades of grey and a notification message will be used to indicate to the player that they are exceeding the 45-degree viewpoint.
- 3<sup>rd</sup> person perspective
  - Live pause; game still runs in the background but you are unable to move
  - Collectables

## Tasks

Legend:

*Priority level<sup>1, 2, 3, ...n</sup> – superscript number specifies which task an individual should be working on. Ascending order.*

- Original marker design (ARNOLD)<sup>3</sup>
- Game documents for each game mode (ARNOLD)<sup>1</sup>
  - Movement system used
  - Flowchart to indicate how system responds
  - Objective of the game and rewards upon completion of it
  - List of object types (see submitted GDD for examples)
  - Perspective (FPS, 3<sup>rd</sup> person)
- UI implementation (LUDWIK)<sup>3</sup>
- UI design based on the game mode (LUDWIK)<sup>4</sup>
- TDD (CHUN)<sup>5</sup>
- Sound (ARNOLD)<sup>2</sup>
- Collectables mesh (LUDWIK)<sup>1</sup>
- Environmental mesh/shader (LUDWIK)<sup>6</sup>
- Environmental lighting (CHUN)<sup>3</sup>
  - Real-time lighting affects in-game lighting depending on the time of day
- More onscreen directives regarding controls (LUDWIK<sup>2</sup> → JOHN)

- **Game mode 1 (current) (CHUN)<sup>1</sup>**
  - Fixing bugs (door)<sup>1</sup>
  - Collectibles system<sup>2</sup>
- **Game mode 2 (bird's-eye view) (CHUN)<sup>4</sup>**
  - Point and tap movement system
  - Path-finding
  - Additional ability (shadow clone)
  - Place lantern in a spot
  - Pre-set level
- **Game mode 3 (3<sup>rd</sup> person) (CHUN)<sup>2</sup>**
  - Directional-pad control system
  - Live pause displaying map
  - Collectibles
  - Pre-set level
- **Game mode 4 (on the rails)**
  - Collectables of some kind
  - Continuous movement + swiping
- **Play testing sessions (ARNOLD)<sup>4</sup>**
  - Class mates
  - 1<sup>st</sup> and 2<sup>nd</sup> years
- **Star reward system (LUDWIK)<sup>5</sup>**
  - Percentage-based
  - HP dependent



**END OF REPORT**