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## Client Meetings

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# 3rd August Client Meeting

## Date:

3rd August

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

- Introduction to client
- Introduction to project

## Content:

### Introduction to Client

- client's name is James Marshall
- develops games for children with autism

### Project

Project	Emotional Granularity App
<b>Brief Information on Emotional Granularity</b>	<ul style="list-style-type: none"><li>• Significant proportion of what brain does is prediction<ul style="list-style-type: none"><li>◦ runs predictive model of the world</li></ul></li><li>• Theory of constructed emotions:<ul style="list-style-type: none"><li>◦ Emotions can't be physically detected</li><li>◦ No universal or basic emotions</li><li>◦ All emotions are socially constructed</li><li>◦ New emotions might be created</li><li>◦ More emotions a person can feel (granularity) the better</li></ul></li><li>• Emotions made real by collective intentionality</li><li>• Humans are architects of our own experience</li><li>• Emotional granularity:<ul style="list-style-type: none"><li>◦ high granularity =&gt; more distinct emotions concepts</li></ul></li></ul>

	<ul style="list-style-type: none"> <li>◦ one named emotion for different people might be on different places on the graph</li> <li>◦ we want to increase granularity</li> </ul>
<b>Requirements</b>	<ul style="list-style-type: none"> <li>• We are focusing on creating an app for low functioning autistic kids, based off a design</li> <li>• Has a library of games that kids can play</li> <li>• We're building simple working games to incorporate into the app <ul style="list-style-type: none"> <li>◦ will be working with the people in the master's project for reqs</li> <li>◦ need to ask: <ul style="list-style-type: none"> <li>▪ shared currency?</li> <li>▪ levels?</li> <li>▪ common features?</li> </ul> </li> <li>◦ Each group to make a different game</li> <li>◦ List of emotions provided</li> <li>◦ Potential to buy things</li> <li>◦ Important thing: there is a working solution in the end</li> </ul> </li> </ul>
<b>Resources</b>	<ul style="list-style-type: none"> <li>• There is a dropbox link with resources for the design</li> <li>• google doc link: <a href="#">Emotional Granularity App Brief Semester 2</a></li> <li>• dropbox link: <a href="#">Student share</a></li> <li>• Whizkids game vimeo: <a href="#">Whizkid Games</a></li> </ul>

## Q&A

Q: Will the game be offline or online?

A: Most important thing - game works, even if it is simple. Should develop and deploy quickly, and then develop on it, rather than build something complex that will take a long time.

Q: How do we communicate with masters students?

A: Tutor will facilitate this. Before we do any development we need to understand concepts, e.g. autism, emotional granularity, game concepts - should take about 2 weeks.

Q: Do we have an expert who will direct what a good game for autistic kid is?

A: Yes, me - can meet on Fridays to guide you. Weekly Friday meetings would be good, potentially with the masters students as well.

Q: What is the minimum number of games to develop?

A: 1 per group

Q: Do the 5 games need to be compiled into 1 app?

A: Yes

## Actions:

1. Attend the next client meeting to meet the Masters Students (supervisors)

- tentatively on Fridays 10-11am

2. Research

- a. Look at the game designs from the masters students
- b. Have a look at other autistic oriented games
- c. Try and get a good understanding of emotional granularity theory

# 11th August Client Meeting

## Date:

11th August

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Future Meetings
2. Overview on Emotional Granularity
3. Requirements for Undergraduate students, Masters students and Collaboration
4. Specifications
5. Collaboration between Masters and Undergraduate students
6. Q&A

## Content:

### Future Meetings

- either written or verbal brief
- then come back to client with your understanding and perhaps some questions
- Schedule: Every Friday 9am-10am
  - [Join our Cloud HD Video Meeting](#)
  - Password: 412659

### Overview on Emotional Granularity

- James has previously created numerous games and game platforms (which had 16 games in it)
- emotional granularity app comes from theory of constructed emotion
  - the more emotions that you can name and then map to your internal affect, then the better off you will be
  - you need to have a background of the theory to know the difference between affect and emotion and to understand granularity
- Theory of constructed emotion as opposed to a universal theory of emotion (everyone experiences emotion the same way?)

### Requirements

<b>Undergraduate Students</b>	<ul style="list-style-type: none"> <li>• understand emotional granularity</li> <li>• come up with simple game or activity</li> <li>• rank it in some way</li> <li>• each team: <ul style="list-style-type: none"> <li>◦ idea for an activity <ul style="list-style-type: none"> <li>▪ need to do some background reading to work out what emotional granularity is (here is an emotion, the emotion is annoyed, but the emotion is in context → I am annoyed because I'm waiting for the tram station and running late to class, but I am not too angry, just a bit frustrated)</li> <li>▪ how good or bad or how excited</li> <li>▪ physical plotting onto that map → granularity</li> <li>▪ body doesn't have to go right away to fury, just annoyance</li> </ul> </li> <li>◦ ask chatgpt what it thinks <ul style="list-style-type: none"> <li>▪ what is emotional granularity</li> <li>▪ what game can I build</li> </ul> </li> <li>◦ come up with name for game/activity <ul style="list-style-type: none"> <li>▪ make sure it has a consistent style all the way through <ul style="list-style-type: none"> <li>• photo imagery for all, minecraft for all</li> </ul> </li> </ul> </li> </ul> </li> </ul>
<b>Collaboration</b>	<ul style="list-style-type: none"> <li>• come back to James with suggestions</li> <li>• either execute 3 completely different ideas for emotional granularity app for autistic children or work together to create a larger and more fully functional app <ul style="list-style-type: none"> <li>◦ latter is more complicated and usually not deployable</li> </ul> </li> <li>• can we provide a common spec for what the mini-games will be <ul style="list-style-type: none"> <li>◦ provide this software</li> <li>◦ database</li> <li>◦ take in username</li> <li>◦ common (game) currency: dollars, stars, hearts → how player knows the level is complete</li> <li>◦ landscape</li> <li>◦ optimised for ipad or iphone (most likely the latter)</li> <li>◦ take in some variables of previous attempts</li> <li>◦ banner scroll</li> </ul> </li> </ul>
<b>Masters Students</b>	<ul style="list-style-type: none"> <li>• 3 groups of Masters students, 5 groups of undergrad</li> <li>•  <a href="#">Student contacts</a> <ul style="list-style-type: none"> <li>◦ Input team manager's contacts <ul style="list-style-type: none"> <li>▪ here are the managers in each group, and all the managers will then create their little groups and communicate <ul style="list-style-type: none"> <li>• mandatory attendance for each manager, other ppl can join tho</li> </ul> </li> </ul> </li> <li>◦ 2 ways to do it <ul style="list-style-type: none"> <li>▪ each group of masters work with each group of undergrad (the last 2 undergrad groups can do whichever version of the game they'd like) <ul style="list-style-type: none"> <li>• disadvantage: you don't get cross-compatibility with the games at the undergraduate level</li> </ul> </li> </ul> </li> </ul> </li> </ul>

- the masters each do their own app but with a common spec and the undergrad works towards that common spec
  - what we're most likely doing
- there are other things undergrad can do before the final spec
  - ensure you're aligning the thing to the theory and understanding what is important
  - then can present multiple concepts to the client
  - see if you can get ai in any way possible
  - client can buy assets
- Possible that in the short-term we might have some preliminary spec given to us with basic details and then a more specific spec later on so that we aren't necessarily held up by lack of a spec
- if you need to wait for someone, you should do whatever else you can; don't let it be an obstacle
- slack channel and weekly meetings
  - Andrew will prolly be the one to send this
- all 5 games of undergrad should be accessible for masters
  - might need to move away from java as it's more for android than iphone
  - sqlite storage(?)
  - make minor things to be deployed rather than very complicated things
- urgent questions can email to Andrew and he'll just send it to James
- ideally it should be product owners who show up in the meeting: Friday 9am-10am
  - Andrew will make a google drive for the meeting recordings
  - Slack with all the teams → product owners
  - Possible James could come in to Slack every once in a while and answer questions as needed
- James will more likely than not be able to answer our emails directly which is why it's best to go through supervisors

## Specifications

- iphones, land-scape unless there's a very good reason
- common currency as hearts (at least the shape of the heart in the brief, you can download the shape of the heart in the emotional goals) which players can collect
  - [http://emotionalgoals.com/wp-content/uploads/Icons\\_2022.pdf](http://emotionalgoals.com/wp-content/uploads/Icons_2022.pdf)
- generally each activity you'll be earning something around 100 hearts per level
  - reward of animated hearts (whole screen fills up with hearts like a firework explosion)
  - doesn't have to be equal: 1 level could be 10 hearts or can complete an activity that's worth 100 marks
  - could have a shop, but it's probably not doable
    - point of a common currency is that it would go through the main app itself and all of the games
    - use it for rating engagement, time on screen, behaviours you want
    - General goal of rewarding positive behaviour
  - as much as possible it is to do in the next 9 weeks
    - wouldn't expect any of the levels to take more than 1 minute to complete

- local over cloud storage
- simple is better, game should be deployable (could be something as simple as drawing on screen w/ finger provided it adheres to a goal pertaining to emotional granularity)

## Q&A

Question	Answer
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<b>What is the age range?</b>	<p>moderate to severe autism, age ranged 7-15 years old with a target around 10</p> <ul style="list-style-type: none"> <li>• more about the level of diagnosis than age group to some degree</li> <li>• James gave the example of a 40 year old with a Masters in Math deriving value from the game with respect to the above</li> <li>• creating predictable rules to predictable anthology → not for fun, but for predictability</li> </ul>
<b>Which language should we use? (Java, Unity)</b>	can be any
<b>How long should the game be? How many levels approximately</b>	<p>depends on the nature of the game</p> <ul style="list-style-type: none"> <li>• standard: 3 levels that increase in complexity, needs to be very clear about what it's trying to achieve</li> <li>• goals increase your emotional granularity or how does this game activity bring people back into the emotional granularity to other activities (make it fun) <ul style="list-style-type: none"> <li>◦ somewhat emotional granularity related, but doesn't have to be completely game like</li> <li>◦ could be something like drawing on the screen with your finger</li> </ul> </li> </ul>
<b>Can we do diary instead of a game</b>	<p>diary: make a face → multiple eyes, nose</p> <ul style="list-style-type: none"> <li>• ask how they're feeling and suggest what they could add to the drawing</li> <li>• different matching facial expressions</li> <li>• okay in principle, matching faces have to be done carefully as it should align with the theory <ul style="list-style-type: none"> <li>◦ people don't have same facial expressions</li> <li>◦ you can't tell a person can be smiling and furiously angry, could be neutral</li> <li>◦ unless you have a concept for the emotion, you can't feel the emotion</li> <li>◦ probably not have time to do this</li> </ul> </li> </ul>
<b>How do we make sure our game is useful for our audience?</b>	<ul style="list-style-type: none"> <li>• game should be fun for autistic people</li> <li>• trade-off with user centred design is if you put too much time in understanding them, you won't spend enough time to build sth</li> <li>• better-off understanding it conceptually, be very clear about the goals you're trying to achieve, and then executing it</li> <li>• just need to test it on yourself, or a kid</li> <li>• so long as it's working</li> <li>• essentially for our purposes, to get things done it's better to speak to an expert in developing games for this audience (e.g., James) as opposed to users, who may not necessarily give us</li> </ul>

	valuable feedback that can be implemented. this runs contrary to what most will say but for now we're just expected to produce something
<b>File structure (source codes) → how the folder is structured</b>	most likely based on Masters' decision
<b>Budget if ever we're buying paid assets (game design, music)</b>	<ul style="list-style-type: none"> <li>• thousand dollars → can buy an enormous amount of assets <ul style="list-style-type: none"> <li>◦ wiki commons (music, cartoons), flickr</li> <li>◦ voiceovers → fiverr, around \$50</li> <li>◦ unity assets <ul style="list-style-type: none"> <li>▪ he's happy to buy so long as it looks good</li> <li>▪ additionally happy to purchase a common asset set so as to ensure consistency between our games aesthetics-wise</li> </ul> </li> </ul> </li> <li>• generally speaking should be able to get a fairly large pool of assets for free</li> </ul>

## Actions:

1. Come back with proposals based on these specifications at next week's meeting for feedback
2. Ask questions at next week's meeting

# 18th August Client Meeting

## Date:

18th August

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Questions our team would like to ask

For client	For masters students
<ol style="list-style-type: none"><li>1. Can we get the vector file for the heart? Not a big deal because we can make it ourselves but it'd be good to have a common symbol</li><li>2. Based on our current proposal for a game, would you say it is appropriate?</li><li>3. One of the things we were thinking about as a team is that there's going to be differences in stylistic choices (for things like UI) that might mismatch in the overall application. Is this something that's acceptable or should we work to have a more consistent interface? Like font size / style</li><li>4. To what extent should we be aware of performance as a requirement? Is there an explicit requirement on things like FPS (to avoid battery drain on iOS), or is this something we should be consulting with the masters students on?</li><li>5. More on the heart question from last week: Is there an expectation that we consult with other groups to develop some common standard for how hearts are delivered?</li><li>6. More of a secondary question, but can we make it deaf-friendly? Is that something that would be acceptable?</li></ol>	<ol style="list-style-type: none"><li>1. What amount of space for assets should we assume that we're working with?</li><li>2. How exactly will storage work?</li></ol>

2. Q&A (other groups)
3. Additional specifications

## Content:

### Game Proposal Feedback

- how does that increase your emotional granularity
  - baseline emotions that are easy to discern
  - over the course of the game, you move towards more increasingly difficult to understand emotions
  - be more precise in identifying emotions
- are you able to explain what emotional granularity is and increase it
  - ability to identify emotions precisely
  - based on research: give new situations to people and get them to map to those new situations which would help them understand those situations
  - 2 aspects of emotional granularity
    - affect → internal state; how good and how energised I feel
  - James:
    - to increase your personal granularity
      - form a concept for emotion word that describes a certain situation
      - you need to share that with another person (can see that in your game) then need to map that to your internal affect
      - Get back to the idea of affect: just knowing what those words mean
    - recognising emotions in another person goes to the other theory which isn't correct
    - can also have something like a depression pizza
      - cheese, tomatoes could have different components of depression (?)
      - or new pizza that describes the feeling of getting feedback in a meeting that feels slightly unpleasant
        - elevated → on the spotlight
        - but it feels somewhat pleasant as you're given feedback
    - hard to communicate your facial expressions and what you're actually feeling
      - would be great to simply explain that to kids (having a happy face but angry cos someone gave me a parking ticket but smiling cos I don't want to make you uncomfortable)
      - instantiating instance of smiling face
      - explaining context around why you're feeling angry
        - low activation, good feeling, bad feeling
      - autistic people don't have ... neuron (don't know what it is but it starts with m)
        - they view things based on pre-learning
        - say we find someone who's sweaty but smiling before a date: neurotypical: we could see that they're nervous; autistic: sees they're smiling so assuming they're happy because that's what they learned

### Q&A between Client and Masters Students

Master's Students Questions (probably irrelevant to us)

- Can we make an app for android instead as it would be easier for people who don't have a Mac? Make an app for iPhone, James could provide an Apple Developer account.
- You may use anything the previous Masters' students have created (specs, documents and such) and if you'd like to add to it in anyway, you may also do it too. The intention was the body of work is pretty much done for you to head directly to development.

- [Emotional Granularity Goals Spreadsheet](#)
- book James recommends... just in case you feel like reading something
  - [Hooked: How to Build Habit-Forming Products](#)

## Other Undergrad Groups' Game Proposals

- one group would like to work on a visual novel

## H2o\_promo by Client

- irrelevant to us... overall message is to just do something instead of waiting
- video that could be found in the drive James sent us
- set of 16 games which also included video introductions in each of them and a quiz all integrated into one platform with a login
- pipeline issues
  - got whole set of 25 students, each is around 300 hours per week
  - each individual should be empowered to do something
    - each project is all about how we communicate across to contribute to a common goal

## More Specifications

- Common Spec:
  - Under General-Collab on Slack (it's still incomplete, but I think they expect us to read through it)
- 100 hearts
  - don't have to store it (Masters' work) but will have to find a way to send it to the app
    - Masters might provide an API link
    - or each undergrad will have their own table in the database
      - sth like
        - insert into mytable values ('hearts', 300);
        - update mytables values ('hearts', 300) where uid==userId;
      - undergrad writes and postgrad reads
- Common User Interface
  - heart symbol: should ask James for SVG next time
- number of hearts to give to an activity
  - 1 heart per second
- single or multiple logins
  - user id's field for every row
  - assumed it's single-player
  - select username from user;
- progress-saving
  - if you're constantly writing to the database, that's kind of an auto-save
  - have to update db regularly
  - could add which level to database, tho it isn't really necessary (but it would be quite good)
    - select hearts, level from tablename;
    - every game has its own table
      - hearts as one column
      - any other columns are based on individual groups
      - will prolly be using SQL for db

## **Actions:**

1. Go through general-collab on SWEN90014 EM project Slack
2. Continue working on game proposal

# 23rd August Client Meeting

## Date:

23rd August (6:00-6:30PM)

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

None

## Content:

Note: James was unavailable for this meeting time, so the conversation was largely about ensuring standardization between the Undergrads & Masters.

Whilst this doesn't particularly constitute a meeting with the client, we believe that this is best-placed in the list of client meetings as we were still working with stakeholders to determine how we should interact with the client.

### Points of discussion with Masters students

1. Discussing an overview of the kind of games being made, and the requirements that we'll need for access to the database
  - Reiteration of what our game covers (Papa's Pizzeria-esque, customer NPC comes in and then we identify the emotion that this NPC is feeling based on what they describe).
  - Suggestion from Mark: Given we're likely opting for a finite list of customers, we'd need to ensure that we're cycling customers so as to ensure that the player doesn't have the same customer come in.
  - Current specifications for the Masters database should be flexible for our game design & should work for it

### Additional information about what the other undergrad teams are doing below (I think I misheard something here but these are the rough points):

- Chi (undergrad): Every day, the player goes through a chapter in a book—each chapter corresponds to some particular emotion. Players are to learn an emotion by talking/performing activities tied to the emotion. After learning an emotion, they are stored in an emotional 'backpack'. Players can retrospectively look at their 'backpack' to review the emotions they've learnt.

## **Discussion of meeting efficiency, proposals offered by Mingye (Masters supervisor) about how to improve liaising between Masters and Undergrads**

- Given we're currently unsure on the game-database interaction is still provisional, it's worth ensuring that we have a consistent line of communication. May not necessarily need a meeting between the Masters/Undergrads for this; the Slack will be useful for this
- If we're going to have future meetings, there's an expectation that we'll develop an agenda by having a discussion before meetings. Current approach of 'fly in, fly out' into the meetings where we pop in without a clear agenda is likely not going to be fruitful given we don't know what questions to ask
- Essentially, at least 1 day before we are being strongly recommended to develop a meeting agenda, otherwise there's not much value
- As undergrads, we need to take a proactive role in liaising with the Masters students in order to yield positive outcomes here. Not enough of a discussion on the shared channel
- We need to let the Masters students be aware of where we're at

## **Figuring out exactly where the undergrad students are**

- Joshua (undergrad): Developed a mock-up prototype of a possible game that we can make that they'd like to propose to James for feedback. Some wireframes made in Canva and general information
- Mingye: As of now the Masters in their last sprint have figured out the requirements and current system, and are now beginning to write code. It'd be helpful that by the beginning of September we have something that we can provide to the Masters students to allow them to see a prototype of how our code will work.

## **Determining the database arrangements**

- Haven't quite yet arrived to an agreement on how it should work yet
- Going to document the functionality of the database so that we have a consistent agreement between teams, should be on Slack already but will also be emailed to us all as an indication that we have been sent them

## **Question from Masters to Undergrads: Can the Masters students be provided with an executable by the Undergrad students so that they can see if it's possible to integrate the games into the Masters applications?**

- About end of next sprint (beginning of September)

## **Actions:**

1. Create an agenda for the next meetings

# 1st September (Client Meeting)

## Date:

1st September

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. General Advice from Client about Meetings
2. Questions on Database by Masters Students
3. Apple Developer Account
4. Emotional Granularity
5. Unified Fonts
6. Mood Board of one Undergrad team
7. Request from Client to Masters Students
8. Resources from Client

## Content:

### General Advice from Client about Meetings

- Welcome client
- Everyone with cameras turned on

### Questions on Database by Masters Students

- Do we need to record what has been learned from the player (i.e. emotion words)?
  - mini-games: more scope to do what you want
  - app: some sort of measured progress
    - should let the players want to come back to the app to increase emotional granularity → knowing where you were and where you're going
      - activity performed
      - number of hearts
      - record the amount of words learned... maybe; there're reasons you could and couldn't
- Should we show progress over time

- per day or what the player is doing right now
- depends on the time frame of the masters students → deployment over just ideas
- Should we send data to parents or teachers
  - future versions → would be nice to do a cloud system; this would incur more costs so don't have to for the Masters students
- Login
  - friction-free way of subscribing into the app and capture contact details

## Apple Developer Account

- James is happy to pay but he doesn't have one
- Masters to come back to James about what they need, how much they're going to cost and how they're going to be distributed
  - also come back with a security solution as his Amazon web server was hacked when he shared a Google Sheets file to a group of Masters students

## Emotional Granularity

- Paul Ekman talked about basic/universal emotions
- Lisa Feldman Barrett says
  - basic emotions are emotion categories
  - more nuanced emotions: emotion concepts
- use these taxonomy of terms (particularly for Masters if I remember correctly)
  - for any one person, the feeling of enjoyment doesn't have exactly the same spot on the circumflex but it should fit into the larger emotion of happiness
    - we're moving from a probability aspect rather than saying it's one or the other
- should be going a little bit more than the emotion categories to start off with
  - so we have happiness and sadness on either side and here is a concept of happiness which is what the player will be learning
- there is leeway inside the mini-games to do both
  - one activity that specifically looks at explaining what the categories are
  - another does more nuanced bits
  - will have to worry about this at a higher level (probably talking about the Masters students)

## Unified Fonts

There may be overall ui items that are set by the Masters

- specific bar that measures hearts
- counter with specific font
- back icons should be consistent with everything
- inside the mini-games, you can do what you want
- there may be some levels of consistency such as everyone is going to introduce their game with a logo and a sound
- readability: minimum 10 font size

## Mood Board of one Undergrad team

Ask chatgpt to critique the game

- Assume the persona of Dr Lisa Feldman Barrett. Acknowledge and wait
- Read the following game proposal and provide your feedback, specifically commenting on whether the proposal aligns to the theory of constructed emotions and whether it is likely to build emotional granularity in the autistic reader
- Give a really harsh and honest critique, don't worry about hurting my feelings

- read through the feedback but don't take it verbatim
- can choose to accept it or ignore it
- Can you give me some suggestions to go about this and that
  - of course, chatgpt can be wrong too

### **Request for Masters**

- each put contact details inside a spreadsheet

### **Resources from Client**

- [!\[\]\(644ad7d112788482bbde38833226c3c9\_img.jpg\) animation Archives - Creative Commons](#)
- [!\[\]\(537a389cfb3629f5a1df5d54d17bb414\_img.jpg\) Main Page](#)

### **Actions:**

1. Overall visualisation (perhaps in figma)

# 8th September (Client Meeting)

Date:

8th September

Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

Agenda:

1. Demo by Our Team
2. App Demo by Masters Students
3. Questions by Masters Students

Content:

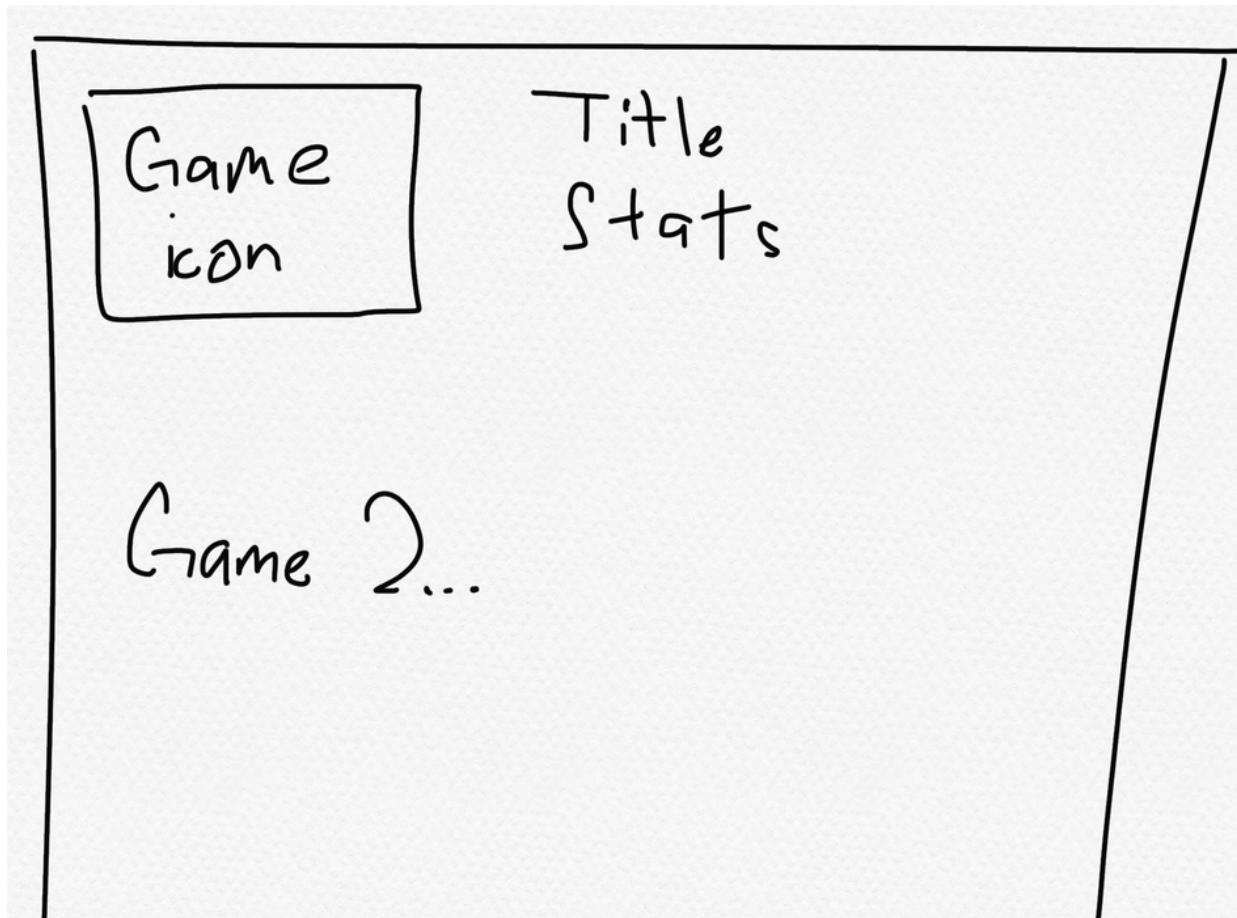
Our Questions

<b>Demo Feedback</b>	<ul style="list-style-type: none"><li>• appropriate visuals and audio</li><li>• can you do the faces as pizzas</li><li>• scenarios could come from database<ul style="list-style-type: none"><li>◦ Mark (or anyone else) to buy the chatgpt pro and James will just pay him back</li></ul></li><li>• move from wireframe prototype</li><li>• this one has low fidelity graphics<ul style="list-style-type: none"><li>◦ when you start combining high and low fidelity graphics, it's hard to tell which ones are going to be switched out (i.e. +1 Hearts)</li><li>◦ high fidelity faces in the background (is this one what it's actually going to look like)</li></ul></li></ul>
<b>Something to Think About</b>	Because there isn't enough time in the weekly client meetings, perhaps consider sending a video demo to James through email instead

App Demo by Masters Students

- I wasn't able to take a photo, but basically in one of the pages there was a list of all the games

- Leftmost side
  - Game Icon inside a box
  - we might have to ask them for the size of the box
- Rightmost side
  - Game title
  - Game stats



### Questions by Masters

Question	Answer
Do we need hearts to reward journalling?	<ul style="list-style-type: none"> <li>• currency/reward system</li> <li>• can be for both games and journalling</li> <li>• can also be a different symbol from hearts, but for simplicity's sake, better to use hearts</li> </ul>
Should the words come from the EG goals spreadsheet	<ul style="list-style-type: none"> <li>• the words in the provided spreadsheet acts only as a guide</li> <li>• there should be a context, concept and affect           <ul style="list-style-type: none"> <li>◦ to introduce a new word, it might be valuable to think of it in an equation point of view: <math>\text{emotion} = \text{concept} * \text{affect} * \text{context}</math></li> </ul> </li> </ul>
Emotion Word Library/Database	<ul style="list-style-type: none"> <li>• 1 emotion per day → 365 emotional concepts and give each of them a definition and a scenario</li> </ul>

	<p>to explain what it was then it could be the data to create some sort of emotion library</p> <ul style="list-style-type: none"> <li>if you get the props working well, scenarios talk about the person's asset inside it</li> <li>can include other languages (rather than languages, I think they're thinking of other ways in expressing oneself) <ul style="list-style-type: none"> <li>road rage is worth for kids to understand it's a thing</li> <li>vulgar and rude words... there may be some flags for those</li> <li>for any one emotion, you can have different scenarios and those scenarios can map differently unto your affect <ul style="list-style-type: none"> <li>when we are listing those out in the form of a spreadsheet or database, it could be x-y coordinate for valence and arousal <ul style="list-style-type: none"> <li>you've hurt yourself and someone comes to save you: you feel grateful → not feeling too good, but not too bad either</li> </ul> </li> </ul> </li> </ul> </li> </ul>
Name of app	<ul style="list-style-type: none"> <li>Emotional Granularity might be the best name</li> <li>it's worth before deciding on a name that you can actually use that name</li> </ul>
App Developer Account	need to buy
App demonstration	<ul style="list-style-type: none"> <li>what it has <ul style="list-style-type: none"> <li>Home screen</li> <li>Journalling screen</li> <li>Game screen with different games <ul style="list-style-type: none"> <li>icon and name for each game</li> </ul> </li> <li>Setting screen</li> </ul> </li> <li>feedback <ul style="list-style-type: none"> <li>ensure text fits in screen</li> <li>having downloaded the app on the phone, what's the first thing you see as it launches and is an onboarding process required to get the user email details <ul style="list-style-type: none"> <li>paid apps vs free apps with in-app purchases <ul style="list-style-type: none"> <li>lean towards ongoing revenue model: in-app purchases of games and things</li> <li>1 or 2 are free and pay for the rest</li> <li>just focus on getting the email addresses to mark distinct customers for now; you want to let customers come back again</li> <li>one-track login</li> </ul> </li> </ul> </li> </ul> </li> </ul>

- app level requirement: James would like to have a separate database for the emails to send them future information
  - just the name and email of people who bought it
  - auto-populating the database
  - overall send to mail ship in the future
- going over what the prev Masters students do for specification
  - re-specification is the enemy of doing something
    - just make something deployable
  - agile method
    - you create and then deploy it
    - applying agile methodology to specification is not agile but waterfall
      - we lose sight of the real goal to make something
  - try and take existing graphics by previous teams
    - [https://confluence.cis.unimelb.edu.au:8443/display/SWEN900142023EMREQUIREMENTS/High+Fidelity+Prototype\\_Echidna](https://confluence.cis.unimelb.edu.au:8443/display/SWEN900142023EMREQUIREMENTS/High+Fidelity+Prototype_Echidna)
    - <https://www.figma.com/file/4rp4wXlegyOyJKZvXbVAjR/LoFi-Prototype?type=design&node-id=0%3A1&mode=design&t=r1BK13f3QpLIBg8D-1> Connect your Figma account
  - these are more developed from a graphics and interface pov than the one the Masters students have
    - somewhat going backward
  - if you keep asking me questions, I'll change my mind
    - pre-requisite: it has to house the games the undergrads are working
    - don't try to make something perfect

## Actions:

1. Continue working on making the project deployable

# 15th September (Client Meeting)

Date:

15th September 9:00am-9:30am

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Stakeholder Database
2. Undergrad Students Requirements
3. General Comment from Client

## Content:

### Stakeholder Database

- example by Stakeholder

	A	B	C	D
1	Name	Concept	Scenario	PAD
2	Aloneness	Aloneness is the feeling of being by oneself, without any company. While it is similar to loneliness, aloneness doesn't necessarily mean you feel sad or empty because of it. Sometimes, people might feel content or neutral about being alone. It's the simple state of being without others around.	Imagine a child named Sam. Sam walks into a big playground with swings, slides, and lots of fun things to play on. But when Sam looks around, there are no other children on the playground. All the swings are empty, and no one is sliding down the slides. Sam realizes that he's the only child there. This is when Sam might feel aloneness.	Valence (pleasantness): Neutral to Negative. The feeling can be neutral when one simply notices they are alone without feeling any particular way about it. It can be negative if the individual wishes there were others around or feels isolated.
				Arousal (intensity): Low to Medium. Aloneness can be a calm recognition of solitude or a more intense feeling of noticing the absence of others.
				Valence (pleasantness): Neutral. Ambivalence doesn't lean heavily towards positive or

- client feedback

- add a cartesian coordinate range (+/- 100 per axis)
- Stakeholder has used Chatgpt and client has given advice on how to ask for better prompts
  - should use AI to amplify our intelligence (IA): <https://elicit.org>

## **Undergraduate Students**

- Everyone to add their information: [!\[\]\(5c7d278cafc95e469a28c5619b31ce08\_img.jpg\) Student contacts](#)
- have a high fidelity in figma at this stage
- with the scenario prompts, one of the stakeholders have started doing that
  - have a centralised scenario of prompts in the spreadsheet
  - ChatGPT is only allowing to login using google account, so stakeholder will set up another ChatGPT pro for everyone to use
    - Rimon to do that: create a google account, pay for ChatGPT pro and reimburse to the client

## **General Comment from the Client**

- someone should take the initiative to work with the client (greeting) if the person in charge of doing that hasn't arrived yet
- you should always be ready (and excited) to present your work
  - talk to your client and reassure that they understand what you are doing, even if you haven't made much progress yet
- your client will never take responsibility for things that happened that aren't good
  - the client will always blame the developers (even if they changed their mind and/or wasn't clear)
  - you go from what the user wants to what they need and just make it
    - the client and the customers are very hard to deal with and they don't know what they want and they'll change their mind
    - you are the expert and you have to realise at some point that the client went to you because you're the expert

## **Actions:**

1. Everyone to add their information: [!\[\]\(0c9598167da18fe048e2ff3ed53aec39\_img.jpg\) Student contacts](#)
2. Undergrad students to have a high fidelity in figma at this stage
3. Rimon to do that: create a google account, pay for ChatGPT pro and reimburse to the client

# 22nd September Client Meeting

Date:

22nd September

## Attendees:

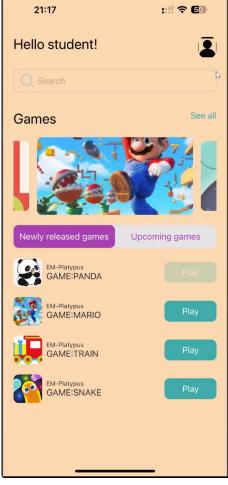
- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Masters apps showcase
2. Undergrad games showcase

## Content:

### Masters Apps Showcase

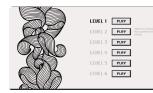
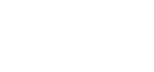
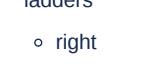
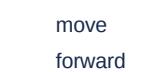
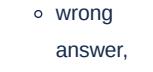
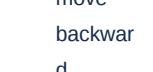
Team Number	Team 1	Team 2	Team 3
Client Feedback	client liked it	presenter doesn't have a mac, so couldn't simulate yet;  client asked them to show a video next time	
Game List	<ul style="list-style-type: none"><li>• wasn't able to take a screenshot</li></ul>		<ul style="list-style-type: none"><li>• just placeholder, no change in aesthetics yet</li></ul>

### General Points from Client

- client hasn't created an Apple Developer Account yet
- would be terrific to have a prototype or a minimum of video to access and show users and get some feedback on these extra functions
- undergrad students as client/stakeholders
  - each undergrad student to see the masters apps and provide feedback
    - one question: 365 emotions from emotion spreadsheet to line up between master apps and undergrad games
    - feedback:
      - size of icon: 100x100 pix for now
      - typically most games have a branding and name at the start

### Undergrad Games Showcase

Team Number	Team 086	Team 087	Team 088	Team 089	Team 090
<b>Client Feedback</b>	<ul style="list-style-type: none"> <li>• excellent</li> <li>• when it comes to graphics and fonts, don't non-proportionally scale them (squash them to fit)</li> <li>• need to start sourcing graphics asap to show how the graphics will look like</li> <li>• have a style frame to for graphics</li> <li>• you're better off sourcing already made work instead designing it yourself unless there's a good reason</li> </ul>	<ul style="list-style-type: none"> <li>• generally you don't mix styles: pixel art and 90's style illustration</li> <li>• the question is what's the rationale for mixing styles</li> <li>• before jumping into unity, typically you want to do style frames and know what it's going to look like</li> </ul>	<ul style="list-style-type: none"> <li>• discovering emotions is a good idea</li> <li>• emotions can live inside the heart icon</li> <li>• client needs to know more about the</li> <li>• background comes from several packages</li> <li>• start game looks a bit squashed</li> <li>• mixing styles is okay (2D and 3D text) so long as it's not too much           <ul style="list-style-type: none"> <li>◦ font styles</li> <li>◦ buttons</li> <li>◦ need to have some sort of consistency (minimali</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• rather than horizontal sliders, preferable to drag it to the right quadrant</li> </ul>	<ul style="list-style-type: none"> <li>• needs some examples of what the actual scenario is for moving forwards and backwards</li> <li>• how does the dice work</li> <li>• need to show how it needs to be readable on the screen</li> <li>• auto-sizing text (differences between short questions and long questions)</li> </ul>

			sm is best for graphics )	
<b>Game</b>	Our game	Flipping game: Matching emotion descriptions    	Open-world game where player will wake up and will learn new emotions from plants	<ul style="list-style-type: none"> <li>• visual novel-like</li> </ul>                                  

## General Points from Client

- higher fidelity: no squashed graphics or text
  - basically, edges of the frame (i.e. button) shouldn't be too close to the text

- scenario library from spreadsheet can be randomised into the game
- can email client next week
- client would prefer to have a meeting time rather than having to answer via email

## Actions:

1. Masters student to ask their supervisor to ask the university on ways to publish an app on Apple Store
2. Most likely to have a client meeting next week
3. Continue developing on projects

# 29th September Client Meeting

## Date:

29th September

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

### 1. Masters Questions

- proposal for all groups to use same online Database of customers
  - CREATE TABLE user(id UNIQUE INT, student\_name VARCHAR, guardian\_name VARCHAR, email string NOT NULL, sex VARCHAR, age INT, date\_bought TIMESTAMP);  
/\* user.id == games.user\_id for purposes of joins \*/  
CREATE TABLE games(game\_id INT, user\_id INT, date\_bought TIMESTAMP);
  - alternatively, denormalise games into the user table, particularly if we wanted to use a NoSQL DB.

### 2. Undergrad Questions/Demos

## Content:

### Masters Questions

#### Apple Store

- games get published on separate apps
- half are in different programming languages
- James is fine so long as users can download game apps within masters apps

#### Online Database

- better for every app to use the same database

# Undergrad Questions/Demos

## Our Questions

### Main Menu Scene

Aspects	Comment
Smiley Faces	Are they intended to be part of the final design
Background Image	<ul style="list-style-type: none"> <li>• non-proportionally scaled</li> <li>• emojis seem oval instead of circle</li> <li>• what is it trying to represent <ul style="list-style-type: none"> <li>◦ lots of faces and different emotions</li> </ul> </li> </ul>
Road	meant to be at some front of the shop, but the image doesn't have a shop <ul style="list-style-type: none"> <li>• either remove the road or make the image more of a shop front with emotional pizzeria as a sign</li> </ul>
Emojis	probably design facial expressions as different pizza's
Button Texts	<ul style="list-style-type: none"> <li>• if there is a font hierarchy (having two types of sans serif), there should be more emphasis on the game title</li> </ul>

### Level 1 Scene

Aspect	Comment
Customer	<ul style="list-style-type: none"> <li>• fix customer position with counter</li> <li>• design: <ul style="list-style-type: none"> <li>◦ South Park</li> <li>◦ you can get away with having not overly refined characters (often seen in commercial animation)</li> <li>◦ not overly refined characters are generally mixed with highly sophisticated dialogue (i.e. Rick and Morty)</li> </ul> </li> </ul>
Restaurant	<ul style="list-style-type: none"> <li>• should try to keep everything to a similar style <ul style="list-style-type: none"> <li>◦ menu system could be much more refined</li> </ul> </li> <li>• try and minimise typefaces</li> <li>• consistent colour palette</li> <li>• repeat things</li> <li>• the artist for the customer must also draw the rest of the game</li> <li>• have to be consistently naive</li> </ul>

### Tips

	Comment
Technique	<p>cash register on lhs</p> <ul style="list-style-type: none"> <li>• nice in the way it's done</li> <li>• technique: have that drawing there and then freehand using a wacom stylus pen</li> </ul>

	<ul style="list-style-type: none"> <li>trace over that again three more times and cycle those as a loop and it kind of animates the object and brings it to life</li> </ul>
<b>Movie Recommendation:</b> <b>"Rejected" by Don Hertzfeldt</b>	<p>guy who does all these animations for a tv station</p> <ul style="list-style-type: none"> <li>you can see the sort of style in those animations which looks like it's simple to do, but it uses the technique given above</li> </ul>
<b>Image Sources</b>	<p>get a picture in google images "Pizza Store Front" or gettyimages for a more stereotypical image</p> <ul style="list-style-type: none"> <li>you've got those pizza shops</li> <li>blackboards</li> <li>red and white for pizza colours</li> <li>Italian green white and red</li> <li>chairs out the front</li> </ul>  
<b>Colours</b>	<ul style="list-style-type: none"> <li>don't have to consider autistic-friendly colours, since it's also a part of culture</li> <li>similar to emotional granularity in that everyone can have different contexts for colours</li> </ul>

## Other Teams

- have shown and discussed the improvements on their design
- One game has these prompts which are more about emotional intelligence rather than emotional granularity

	Scenario 1	Scenario 2
Prompt	How do you feel when you receive a gift from someone?	How do you know when you're happy because of something you

		did well?
<b>Perfect Response</b>	"I feel excited and happy when I get a gift because it shows that someone cares about me."	"I know I did well when I feel proud of myself, and I might smile or tell someone about it."
<b>Neutral Response</b>	"I feel okay when I get a gift, but sometimes I don't know what to say."	"I guess I feel happy when I did something good, but I don't always show it."
<b>Bad Response</b>	"I don't care about gifts. They're stupid."	"Who cares about doing well? It doesn't matter."

- improvements
  - add more contexts
  - sample example: you receive a gift that your brother wants (what they could have done)
    - low granularity: happy that you received a gift
    - medium: happy and annoyed
    - high: mixed (introducing that there's a more nuanced spot)

## Actions:

# 6th October Client Meeting

## Date:

6th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Apple Developer Account
2. Extra ChatGPT Info
3. Feedbacks

## Content:

### Apple Developer

- client needs apple email linked to apple ID
- product owners to be admins
- app store connect: <https://appstoreconnect.apple.com/login>
  - where you download the apple developer app
  - individual rather than organisation account
  - sign up on phone
  - \$200 per year
  - can theoretically add ppl with user roles
- unimelb: they don't have apple developer account
- steps
  - [App Store Connect homepage - Get started - App Store Connect - Help - Apple Developer](#)

### Extra ChatGPT Info

- adding beta plugin in ChatGPT Pro would make it better

## Feedbacks

Team	87	90
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<b>Feedback</b>	<p><b>Visuals Feedback</b></p> <ul style="list-style-type: none"> <li>• better for everything (text) to not be of equal size</li> <li>• block texts should be justified left</li> </ul> <p>Updated Visuals</p>  <ul style="list-style-type: none"> <li>•</li> </ul>	<p><b>Prompt feedback</b></p> <ul style="list-style-type: none"> <li>• as discussed last week, but reiterated as the team wasn't present</li> <li>• ensure quality of ChatGPT responses prior to using them (double-check the prompts and answers)</li> </ul>
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## Client Availability for Next Week

- aside from Friday, he can probably do Tuesday or Wednesday

## Actions:

1. Everyone (every member in each team) to fill in [+ Student contacts](#) and register (any, preferably not unimelb) email to account that the admin/s will add as developers
2. Our team:
  - a. Send updated demo for feedback
  - b. Ask about Handover
    - i. should set up with client
    - ii. what he expects at the end of project
    - iii. live demo is good idea
    - iv. good idea to export Confluence pages that are relevant to the project
      - leave out internal docs: team meeting minutes, etc
    - v. date and time? week 12 or end of swotvac?

# 13th October Client Meeting

## Date:

13th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Handover
2. Apple App Store
3. Presentation Invite from Undergrad
4. Masters Demo
5. Our demo

## Content:

### Handover Date

- Masters: Sunday 22nd October
- would be good for someone in Masters could audit the handover documents, manage handover process and just send one document that contains all the links preferably one folder including all assets and repo
- undergrad: preferably one entire masters and undergrad folder that James could download and get working
- Send a folder with all undergrad docs to Masters (Mark) by Thursday 19th October
- Other teams (possibly in other subjects and projects) have 10th November as deadline, so James mentioned that we can set any date so long as the lecturers are alright with it
- handover should be full deployment, shouldn't have something to be fixed
  - need to tell James what needs to be done and how it gets maintained over time

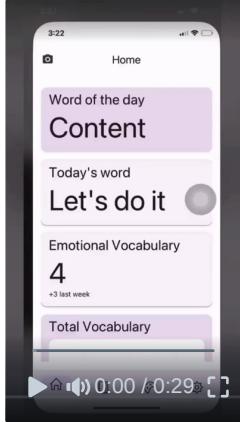
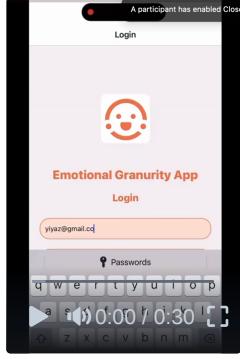
### Apple App Store

- even though it might take weeks for the approval to get done, everyone will still have to submit to apple
- will just see which games get approved and go from there

## Presentation Invite

- James can only attend online, since he has a meeting until 4:30pm
- can send him an invite
- could also organise a longer extended meeting on 20th (James is available for 2 hours) for game demos
  - could send a video

## Masters demo

Teams	Team 1	Team 2	
Demo			

## Our demo

Start Screen	<ul style="list-style-type: none"> <li>• Start Game button, would be better for font to be sans serif as G is outside of button</li> <li>• Emotional Pizzeria and background looks really good           <ul style="list-style-type: none"> <li>◦ looks fun and like a pizzeria</li> </ul> </li> </ul>
Sprite sheet	<ul style="list-style-type: none"> <li>• Sprite character there works better with the background</li> <li>• Looks really really good</li> <li>• Ensure it matches across the board</li> <li>• It's funny that there's a cat</li> <li>• James was glad we used AI</li> </ul>
Overall	Massive update from last week

## Actions:

1. Compile all undergrad handover docs and send to both Masters students and James before handover date
2. Submit games to app store
3. Send James an invite for demo

# 19th October

## Date:

19th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Team Presentations

## Content:

- Each group in the class presented their projects and were given questions and feedback from the supervisors and the client.
- As the client was absent for most of our presentation, we did not receive a detailed feedback on our game. However, he said that our presentation was excellent and did not seem to have further comments. None of the supervisors have questions for our presentation.
- Each game was unique and looked fun.

## Actions:

1. Prepare for handover

# 20th October Client Meeting

## Date:

20th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia
- James Marshall (client)
- Masters students (stakeholders)
- Undergrad students

## Agenda:

1. Client Overall Feedback
2. Handover Masters
3. Handover Undergrad

## Content:

### Overall Feedback

The client commended everyone for their efforts in the projects, saying that everything was well-done.

### Handover Masters

- one of the teams tried to submit but failed due to authentication issues on app developer
- Individual account: only the person who owns the account can submit the app, the rest are only allowed to see the app
  - James would try to change the account to Organisation account
- no direct way for James to give the permission to the teams to submit the apps
  - he really doesn't want to do it himself so he'll try to upgrade to Organisation account
- one of the teams does not use Cloud
  - email will only be stored in local
- would be good to have a screen recording or simulation video of the functionality of each of the apps
  - overall functionality of the apple game

### Handover Undergrad

- build instructions
- send simulation of entire game as James wasn't able to see it in the presentation

## **Actions:**

1. Everyone to submit their apps to app store asap
2. Handover date: 10th November
  - a. Build instructions
  - b. Send to app store
  - c. send to slack by 10th November
  - d. would be great for at least one person to be there
3. Undergrad to send James a simulation of the entire game via email (asap)

## Team Meetings

[3rd August Team Meeting](#)

[10th August Team Meeting](#)

[13th August Team Meeting](#)

[17th August Team Meeting](#)

[24th August Team Meeting](#)

[31st August Team Meeting](#)

[7th September Team Meeting](#)

[14th September Team Meeting](#)

[21st September Team Meeting](#)

[26th September Team Meeting](#)

[2nd October Team Meeting](#)

[5th October Team Meeting](#)

[12th October Team Meeting](#)

[18th October Team Meeting](#)

[19th October Team Meeting](#)

[24th October Team Meeting](#)

[12th November Team Meeting](#)

## Additional Note

While our meetings were infrequent (once a week), these were done in large blocks (over 4 hours) in addition to messages on Slack.

# 3rd August Team Meeting

## Date

3rd August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

- self-introduction
- getting started with tools

## Content

### Intro to agile

- Do everything in iterations
- Scrum
  - implementation of agile values
  - Development organised into sprints: a set amount of time to complete a set of work
  - Scrum ceremonies
    - sprint planning
    - daily standups
    - sprint review
    - sprint retrospective
  - Standups
    - what have I done
    - what am I going to do
    - what is blocking me

## Decisions Made

- Which tools to use
- Team roles

## Actions

- Make sure everyone has access to tools

- Begin structuring your confluence space
- Think about client reqs

# 10th August Team Meeting

## Date

10th August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

- everyone to talk about their research on games and emotional granularity
- brainstorm games

## Content

### Weekly Team Meeting Schedule

Thursdays 2-4pm

### Research on Games and Emotional Granularity

Member	Research
Bernhard	<ul style="list-style-type: none"><li>• board game, linking situations to emotions</li></ul>
Sammi	<ul style="list-style-type: none"><li>• Breathe, In, Do<ul style="list-style-type: none"><li>◦ helping monsters do daily tasks</li><li>◦ tying shoes, taking turns</li><li>◦ promotes idea of taking your time and thinking calmly about the decisions you're making</li></ul></li></ul>
Jiwon	<ul style="list-style-type: none"><li>• Mad Dragon<ul style="list-style-type: none"><li>◦ card game where there are situations that people may describe their feelings or emotions about</li><li>◦ quest: what makes you angry and how do you avoid it</li><li>◦ giving them choices in how to express emotions and anger</li></ul></li></ul>
Shanaia	<ul style="list-style-type: none"><li>• Tobias in the Zoo, TouchStory, iPad play story → virtual storybooks where player plays as avatars experiencing different scenarios</li></ul>
Rimon	<ul style="list-style-type: none"><li>• How does Bear feel?</li></ul>

- 100 situations in the game and pick a card based on how the player is feeling → mapping particular emotions to particular situations
- identifying what a person is feeling based on their expressions

## Game Brainstorming

	<b>Game Idea</b>	<b>Description</b>
1	Diary	<ul style="list-style-type: none"> <li>• make a face → multiple eyes, nose</li> <li>• ask how they're feeling and suggest what they could add to the drawing</li> <li>• different matching facial expressions</li> </ul>
2	Restaurant	<ul style="list-style-type: none"> <li>• ppl come in kind of mad and you have to give particular items to satisfy their emotional state</li> <li>• or customers describe sth and player gives them correct emotion</li> <li>• levels: start off with simple emotions and increase complexity</li> </ul>
3	Kitty-Collector	<ul style="list-style-type: none"> <li>• some animals talk about situations, others may even not have expressions</li> <li>• take pictures of animals and determine their emotion</li> </ul>

## Decisions Made

- Top three game ideas (with diary being the highest)
- Questions to ask client on client meeting

## Actions

1. Attend client meeting and clarify what we are actually supposed to do
  - a. requirements of the game
  - b. how we're working with Masters students
  - c. which platform we're using
  - d. What is the age range?
  - e. Which language should we use? (Java, Unity)
  - f. How long should the game be?
  - g. User stories: should we include parents or just children
  - h. Research: how much research do we need; should we consult with people directly or just credible websites/studies is fine; if so, how many
    - i. can we do diary instead of a game
    - j. file structure (source codes) → how the folder is structured
    - k. budget if ever we're buying paid assets (game design, music)

# 13th August Team Meeting

## Date

13th August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

1. Brief on client meeting
2. Continue brainstorming games
3. Start with the requirements documentation as we're basing it on what James had mentioned instead of the masters students
4. Decision on assigning everyone to document requirements
5. Discuss tools everyone will be using for all of the above

## Content

### Client Meeting

- team manager contact: [+ Student contacts](#)
- platform: unity

### Game Brainstorm Part 2

Game Idea	Descriptions

<b>Restaurant</b>	<ul style="list-style-type: none"> <li>• ppl come in kind of mad and you have to give particular items to satisfy their emotional state</li> <li>• papa's pizzaria           <ul style="list-style-type: none"> <li>◦ emotion hamburger</li> <li>◦ or customers describe sth and player gives them correct emotion</li> </ul> </li> <li>• facial expressions           <ul style="list-style-type: none"> <li>◦ might be difficult to express complex emotions</li> <li>◦ measurable value for text → develop a lot of situations, as opposed to having different facial expressions</li> <li>◦ situations described in words and have to map it to emotions you're given</li> </ul> </li> <li>• every time you get a correct emotion, you get a little heart</li> <li>• you can also have videos explaining it through sign language</li> <li>• while character is explaining the situation, they can have facial expressions           <ul style="list-style-type: none"> <li>◦ 2 reference points</li> <li>◦ search for images with a group of facial expressions\</li> </ul> </li> <li>• timers (customisable, could be infinite)</li> </ul>
<b>Journalling stories</b>	<ul style="list-style-type: none"> <li>• animate journal entries and the players determine the emotion</li> <li>• create text/audio stories</li> <li>• would be easy to implement</li> </ul>
<b>Diary</b>	<ul style="list-style-type: none"> <li>• might be easy to implement</li> <li>• instead of doing facial features, they take photo of their face and we do facial recognition</li> <li>• kids can choose a certain facial feature           <ul style="list-style-type: none"> <li>◦ we can suggest an emotion they're feeling</li> </ul> </li> <li>• search function           <ul style="list-style-type: none"> <li>◦ recommend 5 emotions and give them search as well based on facial features</li> <li>◦ won't have 3 levels</li> </ul> </li> <li>• have to search on words describing emotions</li> <li>• when they do record their feeling for the day, they get like 5 hearts or something</li> </ul>
<b>Journal with quiz</b>	<ul style="list-style-type: none"> <li>• are you feeling positive emotion or negative</li> <li>• game asking questions</li> </ul>
<b>Kitty collector-ish</b>	<ul style="list-style-type: none"> <li>• take pictures of animals and they will talk to the players about their situations</li> <li>• players will determine what emotions they're feeling</li> </ul>

## Some Suggestions for Add-ons

- deaf-friendly
  - closed captioning
  - text or icon that we can press and have an optional video with like sign language

## Assigning everyone to each document section

- requirements
  - project brief
  - user stories

- functional req
- non-functional req
- personas
- motivational modelling
- everyone is assigned to one thing, and then work together in editing

## Tools

- Persona-modelling
  - Hubspot is kinda extra, so not really recommended

## Decisions Made

- Assigning tasks to everyone
  - Bernhard: project brief
  - JiWon: user stories
  - Sammi: design sketch for game
  - Rimon: 3 different personas and motivational modelling
  - Shanaia: functional/non-functional
- Timeline
  - Choose a game and talk to James (18th)
    - tentatively restaurant
    - Sammi can start with a sketch
  - Basic model of the game (after 18th)
    - design
    - animation
  - Development (after 18th)

## Actions

1. Ask Questions during Client Meeting
  - a. game proposal feedback
  - b. deaf-friendly version, if we can implement it in case no one else does
  - c. follow up common specifications from masters'
  - d. follow up slack with the product owners
  - e. recording for meeting/workshop slides... if you want
2. Game Design Sketch
3. Confluence Content

# 17th August Team Meeting

## Date

17th August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

1. Game Idea Discussion
2. Personas and User Stories

## Content

### Game Discussion

#### Further Ideas/Concerns

- words in speech bubble come up one by one for readability
  - text-to-speech
  - animal-crossing
  - levels
    - could have each level having an increase in scenarios that are more complex
      - level 1: 3 scenarios, level 2: 6 scenarios, level 3: 9 scenarios
  - progress indicator
    - collect emotions and have them on a board
  - facial expression
    - match to emotions or match to situations
    - or no facial expressions at all (?)
  - time limits
    - would they get frustrated
    - time limit option between infinite and 1 min
  - heart explosion
    - could be emoji explosion

#### Game Title and Icon

- Emotion Hamburger

## Hearts

- level 1: 10 hearts per person
- level 2: 20 hearts per person
- level 3: 30 hearts per person

## Number of Customers Per Level

- can do in increasing order or decreasing order
  - either 2, 4, 6 or 3, 2, 1(has the most complex emotion)

## Personas

- child-proof → data privacy
  - retain their attention
    - not gonna be interested in the game anymore and won't get the benefits of the game
    - game that's intriguing
  - level of diagnosis rather than age
- so long as you don't exit the game, you can keep collecting emotions

## User Story

- player
  - predictability
  - engaging
  - interesting

## Decisions Made

- Number of hearts per level
- Additional features
  - readability in speech bubble (keyboard-typing effect)
  - progress indicator
  - game title

## Actions

1. State Machine Diagram

# 24th August Team Meeting

## Date

24th August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

1. Game Discussion
2. State Machine Diagram
3. Ideas for Game Structure in Unity

## Content

### Game Discussion

#### Autism friendly color schemes

- **pink / lilac** → creates feeling of safety and love (pastel tones evoke tranquil state)
- **(softer tones of) greens / blues** → shorter wavelengths causing less stimulation in the brain
- **(soft, muted) orange** → comforting (but side effect: can stimulate appetite? lol)
- **beige, grey, cream, tan** → lower levels of brightness, calming
- **AVOID bright, stimulating color, white, red, yellow**

### State Machine Diagram

[https://lucid.app/lucidchart/be9eaa95-5ed6-49de-972d-d1501c6d86d3/edit?viewport\\_l\[...\].C887%2C0\\_0&invitationId=inv\\_0d0e7a2d-5b7d-4cc0-a597-7c1d4cc2b06d](https://lucid.app/lucidchart/be9eaa95-5ed6-49de-972d-d1501c6d86d3/edit?viewport_l[...].C887%2C0_0&invitationId=inv_0d0e7a2d-5b7d-4cc0-a597-7c1d4cc2b06d)

- Start Menu: Play Game, Settings, Exit
- Start game → heads to Level 1 directly, so there is no level selection
- Scores per level will be shown in each level transition, with an overall summary at the end



- Instead of Waiting, Topping, Baking and Cutting, we will have emojis/expressions and a heart at the bottom
- Pause button: Continue Game, Settings, Exit
- On the press of exit button, that's when we'll send the number of hearts to the database

Some ideas for game structure:

### High

	Task	Description
1	<b>Scripts</b>	<ul style="list-style-type: none"> <li>• user input <ul style="list-style-type: none"> <li>◦ tapping on the emotion that the customer is experiencing</li> </ul> </li> <li>• game mechanics <ul style="list-style-type: none"> <li>◦ customer walking to or appearing at counter (?)</li> <li>◦ speech bubble text speed</li> <li>◦ explosion of hearts/emojis</li> <li>◦ score counter</li> <li>◦ timer (can be optional ?)</li> </ul> </li> </ul>
2	<b>Scenes</b>	<ul style="list-style-type: none"> <li>• we can just focus on Level 1 and then duplicate to make the other levels since they're all basically the same <ul style="list-style-type: none"> <li>◦ Level 1</li> <li>◦ Level 2</li> <li>◦ Level 3</li> </ul> </li> <li>◦ Main Menu: start game, settings, exit</li> </ul>
3	<b>Pause button</b>	<ul style="list-style-type: none"> <li>• continue game</li> <li>• settings</li> <li>• exit</li> </ul>
4	<b>Build</b>	<ul style="list-style-type: none"> <li>• can only be done after the game is finished <ul style="list-style-type: none"> <li>◦ try to make it .ipa format</li> </ul> </li> </ul>

## Mid

	<b>Task</b>	<b>Description</b>
1	<b>Design</b>	<ul style="list-style-type: none"><li>• background image</li><li>• character images<ul style="list-style-type: none"><li>◦ do we have customers come one by one or have player choose which one to go through first (probably the latter?)</li></ul></li><li>• speech bubble<ul style="list-style-type: none"><li>◦ font size and style</li><li>◦ colour and size of speech bubble</li></ul></li></ul>

## Low

	<b>Task</b>	<b>Description</b>
1	<b>Audio</b>	<ul style="list-style-type: none"><li>• background music</li><li>• sfx</li></ul>
2	<b>Speech Bubble</b>	pressing speech bubble to make everything appear instead of waiting
3	<b>Title</b>	game title

## Decisions Made

- State machine diagram
- Game structure development (which tasks are of high, mid and low priority)
- Game structure
  - Start Menu options
  - Whether there should be a level selection after Start Game (none)
  - Level transition: shows scores and overall summary

## Actions

1. Start developing basic foundation for game

# 31st August Team Meeting

## Date

31st August

## Attendees

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

1. Progress Checklist

## Content

### Progress Checklist

- went through the documents together and ensured consistency between motivational model, user stories, personas
- added descriptions to Jira tasks

### Special Consideration

- many assessments for other subjects are due in the week, so everyone will focus on those before coming back to the game development and confluence documentation

## Decisions Made

- Focus on other subjects first before continuing with the project

## Actions

1. Continue developing

# 7th September Team Meeting

## Date

7th September

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda

1. Get feedback from ChatGPT about the game proposal (as advised by the client)
2. Game development

## Content

Everyone had used the past week to work on other subjects and will be continuing on the Emotional Pizzaria project for the next few weeks.

## Improvements

- Change in background for Main Menu
- Added other essential scenes to unity and build
- Buttons (for basic functions like the ones in Main Menu) are all working
- Character has been added
- Layering problem has been solved

## Feedback from ChatGPT with regards to Game Proposal

- no timers

## Feedback from Supervisor about Progress Checklists from All Groups

- User Stories
  - should focus on end user, not development team
  - as <user type> should be specific, not just user
- Personas
  - generally pretty good
  - include an image
  - separate into
    - goals
    - frustrations
- Motivational Model

- good details overall
- Separate pages into different pages
- Use tables
- Meetings should follow a set structure/template
  - Date
  - Attendees
  - Agenda
  - Content
  - Actions
- Confluence documentation should relate to the project
  - separate project and internal documents
  - is it relevant to the project? or an internal document
  - if clients saw your confluence space, would they be able to understand what you have written?

## Extra Note

- other teams have made use of paid assets
  - one even utilised AI face maker which cost 150-ish dollars
  - perhaps we can consider using paid assets

## Decisions Made

- None (everyone was working towards the project)

## Actions

1. Update absent members about the meeting notes
2. Continue developing
3. Merge commits and resolve conflicts

# 14th September Team Meeting

## Date

14th September

## Attendees

- Rimon
- Bernhard
- Jiwon
- Sammi
- Shanaia

## Agenda:

1. Merge commits and resolve conflicts
2. Get feedback on progress Checklist
3. Create executable

## Content:

### Commits and Conflicts

- everything has been merged successfully

### Progress Checklist 1 Feedback

- generally pretty good
- coherence to agile: sprint planning, review, retrospective were well-documented
  - could be better organised: attendees, time
  - template for sprint planning
  - tables for templates
- role assignments
  - description for each role: responsibilities
  - tables instead of dot points
- decision-making
  - what decisions were made for each meeting (have a header)
- internal communication
  - great, sharing resources, slack
- communication with the client
  - meeting minutes could be more organised
- requirements
  - user stories were well-documented
  - improvements

- how you assigned priorities to user stories
- won't have's → to help better document the requirements
- there might have been a duplicate in the user stories page
  - personas were good and consistent with user models
- front-end design was good
- prototype was good
- architectural was good
- testing plan
  - considered acceptance/play testing, could be better to consider other testing types and who's going to do the testing
- code repository was set up and had read me
- link to agile ceremonies: sprints and standups

## Executable

- Rimon has asked the stakeholders about the makefile
  - makefile is not necessary
- created successfully

## Decisions Made

- Merging to be done with other branches first before the main branch (much safer than merging everything to the main branch directly)

## Actions:

1. Improve Confluence and Jira based on supervisor feedback
2. Finish level 1
3. Send .ipa to stakeholders

# 21st September Team Meeting

## Date:

21st September

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

1. Bernhard: code review standards  Development and Code Reviews
2. Acceptance and Unit Testing  Testing
3. Go through supervisor feedback as a team
  - a. Team roles: Team leads for Design, Development, Tester and QA
  - b. Meeting: everyone to attend client meeting if possible
  - c. Jira: Is there a way for the descriptions to be viewable without clicking on each task?
  - d. Deployment: Should we include a link to the github with .ipa?
4. Organise Confluence based on feedback
  - a. Description is in Jira, is there anything else we have to do (i.e. make it visible on page even before clicking on individual tasks)
5. Prepare demo to client for the next client meeting
  - a. What will our demo include?
  - b. Are we still going to include an explosion of hearts/emojis
  - c. Are we still having a logo and music for the Start Scene before showing the menu?
    - i. or can we just put the title onto the Main menu
  - d. Remove +1 hearts
  - e. Placing of character and emotions prompt
    - i. Will the emotions prompt cover the entire page or the character or will just be located beside the character
6. Organise a time to meet over the mid semester break
  - a. Split up work into Jira tasks and allocate tasks to each person
    - i. brainstorm everything that needs to be done
7. Updates on Github
  - a. Jiwon: speech speed & prompt
  - b. Rimon: volume, instructions
  - c. Shanaia: layering issue has been resolved
  - d. Sammi: button design & prompt
  - e. merge

## Content:

### Code Review

- everyone went through [Development and Code Reviews](#) together

### Acceptance and Unit Testing

- everyone went through [Testing](#)
- we considered trying out Unity Test Framework but found manual testing to be easier
- make a list of tests and allocate tasks
- Unity Testing Resource: [Testing and quality assurance tips for Unity projects](#)

### Go through supervisor feedback as a team

- ensure all Jira tasks have description
- .ipa is in github

### Updates on Github

- merged into updated\_client\_showcase for now

### Organise Confluence based on feedback

- Deployment: Bernhard
- Sprint: Shanaia

### Mid Semester Break Meeting

- Tuesday 3-5pm

### Decisions Made:

- Finalised Code Review Standards
- Acceptance and Unit Testing Method
  - make a list of tests and allocate tasks
  - test after each merge

### Actions:

1. Testing
  - a. write a list of tests
  - b. allocate tasks
  - c. edit the [Testing](#)
2. Deployment Guide
  - a. Bernhard
3. Handover
  - a. Readme: description, changelog, deployment guide
4. Icon
  - a. Start Scene

## 5. Merge

- merge updates onto main branch

# 26th September Team Meeting

## Date:

26th September

## Location:

Join from PC, Mac, iOS or Android: [Join our Cloud HD Video Meeting](#)

Password: 114683

Need to dial-in instead? Enter the meeting ID: 863 9879 5207 via +61 3 7018 2005 or +61 2 8015 6011

Or join from a H.323/SIP room system:

Dial: [86398795207@global.zoomcrc.com](mailto:86398795207@global.zoomcrc.com) | or SIP: [86398795207@zmau.us](mailto:86398795207@zmau.us) | or 103.122.166.55

with meeting ID: 86398795207 and password: 114683

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

1. Client feedback update
  - a. Visuals
    - i. background
    - ii. faces
    - iii. buttons
    - iv. fonts
2. Artefacts
  - a. Development View
  - b. Physical View
3. Game Development
  - a. Finalize merge from last week
  - b. What needs to be done to finish level 1? (task distribution)
  - c. Are there any changes to be made for the other levels
    - i. background
    - ii. music
    - iii. number of customers
    - iv. number of scenarios

## Content:

### Client feedback update

- double-check with client what he means by higher fidelity

### Artefacts

- Bernhard to create a Component diagram and show to Andrew
- Rimon created a deployment diagram

## Game Development

- Found Issues
  - the scenario in the speech bubble sometimes only shows an "I"
  - character's eye has some colour based on face background (issue with the images themselves)
- Customer Flow

1	User clicks start
2	Character appears, and starts explaining scenario (just with text atm)
3	Player clicks OK
4	Emotion prompt shows up
5	Player clicks an emotion
6	If emotion is correct, show a correct message popup for n seconds where n is small and jump to step 9
7	If emotion is incorrect, show an incorrect message popup: "Oops, that's incorrect!" and then make the choice unselectable
8	Close popup and keep showing emotion prompt with incorrect option blurred out and go back to step 5
9	Character says thank you and leaves
10	Go back to main menu

- Hearts
  - 10 hearts max per level (for now)
  - 30-20-10 hearts depending on time it takes to get the correct answer

## Other Levels

- visuals
  - change background image per level
  - adding cheese
- music
- difficulty
  - one customer per level for now
  - increase difficulty of scenarios
    - ask masters students if they could add difficulty of emotions in the database
  - higher levels

- removing facial expressions for players to infer the emotions from the scenario only

## Decisions Made:

- Next Monday 12-1pm Online Meeting
- Task allocation
- Level 1 flow
- Hint implementation
- Hearts
- Differences between levels

## Actions:

1. Meeting next Monday 12-1pm
2. Tasks
  - a. Jiwon: questions and answers in the prompt
  - b. Sammi: visuals (backgrounds and buttons for each level), popups for hints
  - c. Bernhard: fix facial expression images
  - d. Shanaia: customers appearing and disappearing
  - e. clarify with client what he meant by high fidelity

# 2nd October Team Meeting

## Date:

2nd October

## Location:

[Join our Cloud HD Video Meeting](#)

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

1. Update on Main
  - a. Bernhard: database
2. Client feedback 2
3. Merge other branches onto Main
  - a. Merging issue on update\_client\_showcase branch
4. Other
  - a. Shanaia: customer appearance is still in progress

## Content:

### Database

```
1 [  
2 {  
3   "name": "Joy",  
4   "sprite": "e11.png"  
5   "difficulty": 2,  
6   "scenarios":  
7   [  
8     'It\'s my birthday and my parents have given me a birthday cake',  
9     'I\'m seeing my friends again after the school break'  
10    ]  
11 }  
12 ]
```

### Client Feedback

- Everyone went through client feedback together

- Emotional Granularity prompts
  - create longer prompts

## Merging

- Merge previous (no error) commit from update\_client\_showcase on Main
- Pull request and merge directly to main instead of waiting for the team
  - ensure you ask someone to review the request

## Other

- one scenario per customer for many customers in one level
  - 3 customers per level, difficulty is based on scenario

## Decisions Made:

### Actions:

1. Make improvements on visuals based on client feedback (Sammi)
  - a. Main Scene
    - i. Background: store front
    - ii. Pizza faces (?)
    - iii. Fonts: Emotional Pizzeria should have a higher hierarchy and be from the same font family (i.e. Sans Sarif)
    - iv. Lato (as suggested by on Masters group)
  - b. Scene 1
    - i. Background image
    - ii. Customer should appear behind counter (crop)
2. Gameplay
  - a. Shanaia: continue working on customer appearing and disappearing
    - i. time bell sound and footsteps before appearing
  - b. Jiwon: hint popup
  - c. Rimon: merge volume to Main
3. Database
  - a. Rimon: longer context scenarios
    - i. example: I like puppies and I got a puppy
    - ii. chuck JSON file onto Chatgpt
4. Change coding standards
  - a. Don't wait for everyone to merge



# 12th October Team Meeting

## Date:

12th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

1. Ethics and Security
2. Presentation
3. Final sprint
4. Finalising levels

## Content:

### Ethics and Security

- [!\[\]\(7e26b787b568097e569ab365753f5c41\_img.jpg\) Ethics and Security report](#)

### Presentation

- [!\[\]\(c581b8b6243d2fb37625dece86b5e610\_img.jpg\) https://docs.google.com/presentation/d/1ufNm9u4N3kNIXaFiu\\_0J\\_PP9CQSloxEKWiJlgNzkphE/edit?usp=sharing](https://docs.google.com/presentation/d/1ufNm9u4N3kNIXaFiu_0J_PP9CQSloxEKWiJlgNzkphE/edit?usp=sharing) Connect your Google account

Aspect	Content
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<b>Key Challenges</b>	<ul style="list-style-type: none"> <li>• Communication           <ul style="list-style-type: none"> <li>◦ Client communication               <ul style="list-style-type: none"> <li>▪ sometimes there wasn't enough time for communication as there were 8 teams for a 1-hour weekly meeting</li> <li>▪ inconsistent requirements as client would change his mind if</li> </ul> </li> <li>◦ Masters communication               <ul style="list-style-type: none"> <li>▪ masters weren't sure what we needed which is also because the client wasn't sure</li> </ul> </li> </ul> </li> <li>• Project           <ul style="list-style-type: none"> <li>◦ Merge conflicts</li> <li>◦ Unity learning curve</li> <li>◦ Waterfall strategy instead of agile</li> </ul> </li> <li>• Time Management           <ul style="list-style-type: none"> <li>◦ prioritising different subjects</li> </ul> </li> </ul>
<b>Lessons Learned (Say that we've learned these based on Key Challenges)</b>	<ul style="list-style-type: none"> <li>• collaboration in unity should be more streamlined</li> <li>• distribution allocation           <ul style="list-style-type: none"> <li>◦ working on the same things (improved communication)</li> </ul> </li> <li>• communication with masters and client</li> </ul>
<b>What You Are Proud Of</b>	<ul style="list-style-type: none"> <li>• We adapted a very popular game: Papa's Pizzeria</li> <li>• We created a very interactive interface</li> <li>• Game demo: 1 game level</li> </ul>

## Final Sprint

- we went through the final sprint together

## Finalising Levels

<b>Highest Priority</b>	<ul style="list-style-type: none"> <li>• scoring</li> <li>• visuals           <ul style="list-style-type: none"> <li>◦ customer sprites</li> <li>◦ buttons (ensuring everything is not squashed)</li> <li>◦ font size and type</li> </ul> </li> <li>• sfx for customers: door and footsteps</li> </ul>
<b>Mid Priority</b>	<ul style="list-style-type: none"> <li>• instructions</li> <li>• duplicate scenes to create 3 levels</li> <li>• create game icon on load</li> <li>• review and update emotions.json</li> </ul>
<b>Lowest Priority</b>	<ul style="list-style-type: none"> <li>• End level: Congrats on completing this level</li> </ul>

## Decisions Made:

1. Meeting practice date: Wed 2-3pm (extended to 4pm if needed)
2. Presentation
  - a. google slides
  - b. tasks
    - i. Bernhard: Introduction, Tools
    - ii. Jiwon: Project brief
    - iii. Rimon: Client requirements
    - iv. Sammi: Key challenges
    - v. Shanaia: Lessons learned, What we are most proud of
3. Game
  - a. Customer sprites
  - b. End level as something simple instead of following Papa's Pizzeria as discussed a couple of meetings prior

## Actions:

1. Presentation slides
  - a. Finalise and practice on Wed but everyone has to finish their parts before then
2. Game
  - a. Jiwon: Scoring, End Level
  - b. Shanaia: Customer sfx
  - c. Sammi: finalise visuals
3. Questions for client
  - a. check game sprites
  - b. handover date and time (week 12, during swotvac or after exams)
  - c. it might take 30 days for Apple to approve the game

# 18th October Team Meeting

## Date:

18th October 3:30pm-6pm

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

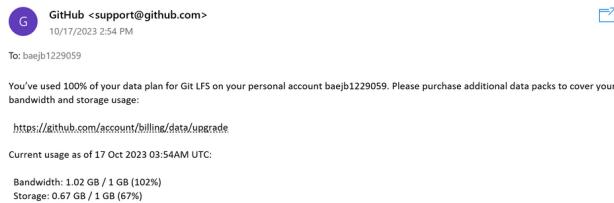
1. Go through presentation
2. Ethics and Security
3. Double-checking confluence prior to progress checklist submission on Sunday
4. Game Development

## Content:

### Presentation

- Everyone has done their parts in the slides
- Due to an issue with github, we were unable to practice for the presentation. Instead, we decided to do this tomorrow instead.

[GitHub] At 100% of Git LFS data quota for baejb1229059



### Ethics and Security

- Rimon and Bernhard had made some changes

### Confluence

- Sprints
- Testing
- Code Review
- Models (ensure it's updated)

## Game Development

- We have faced an issue with GitHub as we have exceeded the allowable storage for Git LFS

[GitHub] At 100% of Git LFS data quota for baejb1229059

G GitHub <support@github.com>  
10/17/2023 2:54 PM



To: baejb1229059  
You've used 100% of your data plan for Git LFS on your personal account baejb1229059. Please purchase additional data packs to cover your bandwidth and storage usage:

<https://github.com/account/planning/data/upgrade>

Current usage as of 17 Oct 2023 03:54AM UTC:

Bandwidth: 1.02 GB / 1 GB (102%)  
Storage: 0.67 GB / 1 GB (67%)

- Much of the meeting was spent trying to solve this problem, but it appears that we'll have to pay \$5. Hence, we decided to develop on one working local repository instead.
- We have finished development for all levels including
  - difficulty for each level
  - scoring for each level
  - new character sprites approved by the client
  - scaling for different iPhones
  - new counter design
  - database resilience
- Google drive: [https://drive.google.com/file/d/12b848Ayl-EJSBUL8XjoGC7ZblyFpzhjl/view?usp=share\\_link](https://drive.google.com/file/d/12b848Ayl-EJSBUL8XjoGC7ZblyFpzhjl/view?usp=share_link) Connect your Google account

## Decisions Made:

1. Meeting at 3:15pm on 19th October for presentation practice
2. Due to the issue with github, changes made to the repository will now be done through either only one laptop or by downloading a zip file of the latest changes

## Actions:

1. Have a good night's sleep
2. Everyone to check Ethics and Security
3. One final check on the game
4. Send handover on general-collab (Master's slack)

# 19th October Team Meeting

## Date:

19th October

## Attendees:

- Bernhard
- Jiwon
- Rimon
- Sammi
- Shanaia

## Agenda:

1. Presentation
2. Confluence finalisation
3. One final game check

## Content:

### Presentation

We went through the presentation practice today, though most of the meeting was spent finalising the game.

### Confluence finalisation

Everything has been updated.

### One final game check

Newest version:  <https://drive.google.com/file/d/1yqAKRjVPx0G7hvVB609c97mlC4s28Bn4/view> Connect your Google account

Newest repository:  <https://github.com/SiRong-github/-TODO-Create-team-name> Connect your Github account

Only the Settings scene needs to be updated.

## Decisions Made:

## Actions:

1. Finish Settings for game
2. Send files to Mark from Masters
3. Submit Progress Checklist, Ethics and Security, and Presentation slides

