Meeting Minutes 2017

6th January

* Email sent to organise a group meeting as little work was done over Christmas.
* Meeting set up for the 9th Jan to go over what we have left to do.
* Lee informed group he won’t be back until 13th Jan and will miss the meeting.
* Quick sprint set up by Aaron to do for the 11th Jan

9th January

* Group meeting
  + As stated in his email Lee could not attend the meeting.
  + Created a list of many tasks we need to do to complete our game. The list was then used to create our backlog on GitHub and give us an idea of what we have left.
  + Agreed that we all will need to do a few more tasks for the next few weeks to make up for the Christmas period (excluding Lee this week as Lee cannot work at home)
  + Updated the furniture list of models we need to now show which objects are complete to objects not started on.
  + Matt fixed the house model including texturing which means the house model is now complete
  + Normal sprint will be set up on 11th Jan

11th January

* Sprint was set up. Tasks are to focus on mainly models

16th January

* Group meeting with everyone:
  + Went over the tasks done during Christmas, we need to take on extra tasks for the next few weeks due to the lack of work done during the Christmas period.
  + Discussed next week task list – since we all are doing the game jam we won’t do extra tasks this week
  + Spoke about the Tranzfuser Project. We all agreed we will join the project, however we must have a minimum of 4 people in our group so we need to look out for anyone else interested in joining the Transfuser Project.
  + Looked into changing the art style for our game. We’re now focusing on a more realistic art style rather than plain minimal.

17th January

* Discussed changing the art style for our game. Since Matt has applied detailed textures to the house, the furniture must match it. Therefore, our art style is aimed towards realism.
* Since art style has changed, old models must be retextured to fit the theme and will need to be done on top of previous tasks

20th-22nd January

\*Group was unable to work on the game due to the Game Jam\*

24th January

* Group meeting planned for the 25th Jan at 9am. Need to discuss making the next presentation as we have one for a week’s time.

25th January

* Group meeting:
  + Went over tasks done this week and started to note down all the furniture needed to be done for next week’s presentation.
  + Started creating the presentation for next week
  + Agreed that everyone will take on more tasks for this week.
  + Agreed to have a group meeting on Monday 30th Jan to create remaining presentation slides and practice

26th January

* Emails sent detailing tasks being completed by group, queries on model textures such as the wood type and texture.
* Discussion over how to create the grandfather clock face which was settled with just a textured clock face. Whether we will model hands to show the time later on or not yet is still in question

29th January

* Meeting with group to create the presentation and decide who will say which slide
* Discussion about whether to go to Sutton Hoo to look at how the Victorian style furniture and room layout (did not go in the end)
* Going to practice over the next 2 days

1st February

* Group presentation
  + Animating the carer will be really difficult and will take a long time to do. The lecturers advised us to go with a different solution to this as it would be too much work.
  + The sliding box puzzle feels too non-diegetic and needs to be reconsidered to try feeling more like part of the game.
  + Player doesn’t really know why or what they’re doing. They need more of a set goal to follow
* Group meeting
  + The carer will now only appear when the lights go out. Therefore, we won’t see her around unless the power goes out and then becomes a threat.
  + The sliding box puzzle’s significant objects will be replaced with actual sliding box puzzles the player must look for. When they solve these they then must go back to the noticeboard and find that their significant item will be back there.
  + Talk about maybe between scene transitions there could be some way to keep up the mystery aspect of who the player is looking for.
  + Sound is seemingly being avoided for now due to how much sound we need
  + Talk about the trip to Sutton Hoo – could go to Christchurch manor as an alternative that is free and closer.

2nd-7th February

* Emails through the week about work being gradually done, nothing much worth noting as we didn’t have another meeting this week
* Group meeting organised 8th Feb before seeing Rob and Eddie

8th February

* Meeting with Rob
  + Management in the group is fine
  + Spoke about how we plan to solve the amination problem with the carer – focus more towards on sound for the game
* Set up next sprint for the week

15th February

* Meeting with Dave
  + We need to find the fun in our game, specifically with the main components (The sliding box puzzle and chasing mechanics) and focus on making them more enjoyable
* Group meeting:
  + Made a list of things to fix for our game
  + Agreed on Monday to have a ‘Game Jam’ session to go over all the bugs and problems with our game and fix most of it
  + Set up the next sprint

20th February

* Had our first ‘Game Jam’ session where we all came in to just work on the game for a couple of hours.
* Started the Transfuser project signup sheet. Only two things left to do for it
* Got a new member for our group for the Transfuser: Junior who will be doing models and possibly work on Carer
* Made the video for the Transfuser project

21st February

* Spoke about meeting at 9 tomorrow for a group meeting before our meeting with Chris at 12ish
* Both Aaron and Lee couldn’t finish off one task and will do it tomorrow morning

27th February

* Group meeting to go over the game progress and work on tasks
* Started to create presentation for Wednesday
* We need to meet up before Wednesday to practice presentation

1st March

* Presentation day
  + Lee was unable to make it to the presentation due to flu
  + We need to have a plan for if we get onto the Transfuzer Project. Write down what we plan to do and such
  + We need to get people playtesting the game, even in its unfinished state we need to see how players react to the environment
* Set up next sprint as a group (Lee was still unable to make it in).
* Organised to meet up on the Monday for a ‘Game Jam’.

6th March

* Met up to do a ‘Game Jam’ session on our game.
* Went over current tasks and future tasks
* Agreed to meet on Wednesday before our meeting with Rob.
* Gained feedback from one playtest

8th March

* Meeting with Rob:
  + Matt will need to update his sprint hour times on the Excel sheet.
  + Emails were lacking, we need to make sure that emails are maintained
  + The game really needs playtesting. Rob has offered to let us use his laptop for playtesting downstairs in the atrium where we should get feedback from strangers rather than people we know.
  + We need to focus on polishing the game. Since we only have 6 weeks left we shouldn’t be focusing on more additions, rather than polishing, bugfixing and playtesting.
* Meeting with Eddie:
  + When playtesting we should be aware of any ethical issues that may arise, and should make sure we have their consent and accept what we want to do with the playtest results.
* Set up next week sprint and have made sure to fill in sprint hours and remind us about sending emails

12th – 13th March

* Agreed to meet on the Monday to go over the tasks and then go playtest downstairs
* Monday meeting:
  + Aaron was unable to make it in after a head injury. The rest of the group decided not to playtest today
  + Went over the tasks and what was left to do for the sprint
* Agreed to meet on Wednesday 9am to go over sprint

15th March

* Meeting with Dave:
  + Went over the playtesting results for our game, including the positives and negatives points they made.
  + Spoke about how the lighting of the game needs addressing as it ruins the immersion of the house
  + We need to make sure the house feels like it is being lived in and not just an environment the player has been thrown in.
  + The puzzle box first image is way too abstract and difficult. We need something easier.
  + We need to make sure clarity is key for our game.
* Set up next week sprint and made sure to fill out sprint hours