# Meeting Minutes 18-04-18 Week 12 Master Class

Start time: 14:00pm

End time 15:00pm

Attended: Thomas Simmons, Douglas Simpson, Quwaine Dantes

Not Attended: Callam Mutton

Late Attendance: N/A

## What was discussed?

Thomas, Quwaine and Douglas met up in the computer games labs to discuss the progress towards our group masterclass project. Before starting we all tried to get a hold of Callam and wasn’t successful doing so, so we decided to continue the group meeting without him. We first reviewed Douglas’s work, he was tasked to implement all the feedback given on the previous sprint game testing comments/recommendations, fix and lock the camera view of the game and create the UI menu screens.

The feedback we acquired varied but the main points we were asked to fix or change where the speed of the obstacles and make it clearer what submarines where available to choose. So Douglas made the underwater mines slower and the sea-weed slower in the game level. He also showed the submarines the players can choose from before starting the game making sure that both submarines where the same when chosen. Thomas suggested having another menu screen describing the pros and cons of all the current submarines the players can choose from, so both players can understand what submarines they are choosing.

He also completed fixing the camera so it’ll lock and stay where it is when the game is being played. He also created the menu screen for our game using the UI buttons and menu screen designs created by Callam linking the instructions of the game, a way to start the game and to quit the game.

We then moved onto Thomas’s work, he was tasked to complete the meeting minutes from our previous meeting held on 13-04-18, create the visual feedback towards the damage of the submarines when they are hit by obstacles or torpedoes, to create two more designs of submarines specifically British and American and to create an underwater particle effect explosion for the underwater mines and Submarines.

He had completed the meeting minutes to a good standard and didn’t need to be edited. He had completed the visual feedback towards the damage of the Submarines for all three Japanese submarines and made four stages of damage which were 75, 50, 25 and 0% being the submarine is destroyed. He then said that he will be working on the other two current designs of submarines to show their damage and to create the British & American Submarines by Friday 20-04-18.

We then moved onto Quwaines work, he was tasked to create more specific questions for the questionnaire using the feedback gained from the previous sprint and see if the players where happy with the changes and also to create the flags for the submarines. He asked the players what they liked & disliked about the game, what the visual feedback was like and any other specific comments they would like to state to help improve our game. He also couldn’t complete his flags task due to Thomas not completing the damage visual feedback on the submarines.

We then moved onto creating the tasks for our new weekly sprint which will go on between the dates 18-04-18 to 25-04-18. After some discussion we agreed that the submarine selection screen should be part of the menu screens and should show their pros and cons to the players so they can decide which one to choose. For example the Japanese submarines are faster to move then the others but have less hull strength than the others. He will also get our current game build and using the feedback acquired from the previous sprint playtesting he will edit the game and lastly once Thomas has completed all his main submarine designs and their visual feedback towards damage to implement it towards the game and if need be edit the code so it doesn’t break the game.

Quwaine was tasked to edit the how to play/ instructions menu screen by getting all the information displayed on the screen and cutting it down into simple bullet points so the players can easily understand each element and obstacle in the game. He will also create a new background design for our main menu and other menu screens using Callam’s previous design as a base or influence towards his design. Also to complete the flag designs once Thomas has completed the damaged submarine designs.

Thomas was tasked to complete all his tasks from the previous sprints over the past two weeks, to create a meeting minute’s document for the meeting that took place on 18-04-18 and lastly to create an American & British submarine that can be used in our game.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Completed meeting minutes for 13-04-18
* Completed damage visual feedback towards the Japanese submarines

Callam Mutton progress:

* N/A

Quwaine Dantes progress:

* Completed gameplay feedback from current game build

Douglas Simpson:

* Create UI menu design with quit, play and instructions menu
* Fixing the camera when the game plays into one place
* Created submarine selection screen.

## What still needs to get done

Thomas Simmons:

* Design the submarines to show visual feedback towards damage
* Complete meeting minutes for meetings
* Design concepts for 2 more subs from different countries
* Design underwater explosions for subs and mines

Quwaine Dantes:

* Complete flag designs on submarines
* Complete menu screen and game design backgrounds relating to the game theme
* Update how to play menus so its simpler to understand

Callam Mutton:

* Complete gameplay playtesting

Douglas Simpson:

* Work of the previous gameplay testing feedback
* Work on submarine selection pros and cons menu screen
* Implement the designs of the damaged submarines once completed by Thomas.

Completed By: Thomas Simmons