# Meeting Minutes 25-04-18 Week 13 (Final Sprint) Master Class

Start time: 15:10pm

End time 16:00pm

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 tried to get a hold of Callam and after being successful he said he was at a friend’s house helping him with their work and wasn’t aware of the meeting being planned. Despite this we decided to go ahead with the meeting.

Firstly we all reviewed each other work from the previous sprint (sprint12) to see what we all have committed and if it is usable for our current game build. We started on Thomas’s work, he was tasked to create two new more submarine designs that originated from America and Great Britain due to some feedback we received from previous playtesting results asking for more variation of submarine choice. He was also tasked to create visual feedback towards the damaging of the submarines when the game is being played, he had to create four different sprites at 75, 50, 25 and 0%. He was also tasked to create a particle effect system for the explosions of the submarines, depth charges and underwater mines.

Thomas had completed the creation of the visual feedback towards the Japanese, Russian and Turkish submarines all showing a increased state of damage shown to the player when they take damage. He had also completed the American and Great Britain submarine designs with three stages of development like the other three submarine designs. His original American submarine design was scrapped because he felt it looked to modern compared to the other submarines the players can chose from so he chose another design. He was also tasked to create visual feedback towards the damage of these submarines but didn’t complete it due to time, same with his particle explosion effects task. All of the other tasks where complete to a good standard and the group was happy with what he had done.

We then moved onto Douglas’s work, he was tasked to create a menu screen towards the types of submarines the players can chose from. This must show all designs of submarine for the given nationality, its strengths and its weaknesses. He was also tasked to implement the submarine designs specifically the damage sprites for the Japanese, Russian and Turkish submarines as well as the main sprites for the American and Great Britain submarines. He was also tasked to edit the death screen for the losing player due to it being delayed on our current build. All of this was done to a good standard and the group was happy with what he had done.

We then moved onto Quwaine’s tasks, he was tasked to complete the flag designs for the main and the damaged submarines. He didn’t do this task because Thomas hasn’t completed creating all the five damaged and destroyed submarine sprites. He was also tasked to edit the text on the menu screens specially to cut down on the text so the players can understand each asset purpose in the game. He was also tasked to create the background artwork for the gameplay screen so the players feel like they are in the sea rather than in the sky which is what our current game build is showing. He claimed this was all done on his computer at home and will upload it once it is all complete tonight.

Callam was tasked to get gameplay feedback from our current game build so we can get an idea what our potential gaming audience opinions where of our game so far. Below are the main features that came up:

* It wasn’t clear what features the submarines had
* The menu wasn’t appealing and looked dull
* The depth charge isn’t dodge able
* If you sit at the bottom of the map you can bypass some of the obstacles
* It didn’t feel like I was in the sea/ocean
* Have a time limit to the game
* Add some features to the game play screen
* Slow down the more dangerous assets towards the player.

Using this feedback we would create tasks to polish off our game ready for the presentation next week.

Thomas is tasked to finish off all his previous tasks as soon as possible and he was tasked to create some artwork to fill up the gameplay background so the players feel like they are in an underwater scene, also so players cannot sit at the bottom of the map. Thomas can use some of the previous artwork which was scrapped like the corals and the blue whale to do this. He was also tasked to tweak the submarine designs by clearing up the outlines and being a bit more consistent with the colours used on the submarines.

Quwaine has been tasked to complete all his tasks from the previous sprint as soon as possible and once he has completed them to let us known and then give him some more tasks. Callam has been tasked to re-do his main menu background artwork from his previous one which we suspected was done very quickly. He has also been tasked to create more UI menu buttons for our new menu screen using the same design as the current buttons.

## Where the project is currently:

Our project progress has been the following:

Thomas Simmons progress:

* Completed meeting minutes for 18-04-18
* Completed damage visual feedback towards the damage of the Japanese, Turkish and Russian submarines.
* Created the American and Great Britain submarines with three stages of development the players can chose from.

Callam Mutton progress:

* Acquired ten people to playtest our game and got some good feedback.

Quwaine Dantes progress:

* Completed cutting down the menu screen descriptions
* Completed gameplay background colouring

Douglas Simpson:

* Create UI menu design showing all the different submarines, their stages of development and their traits.
* Implementing UK & US designs to the game
* Created and updated player death screen.

## What still needs to get done

Thomas Simmons:

* Show visual feedback damage towards UK & US submarines
* Complete meeting minutes for meetings
* Using previous artwork design corals & wildlife to fill the gameplay screen.
* Design underwater explosions for submarines, mines and depth charges

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:

* Create UI artwork for new menu screen headings.
* Create menu artwork.

Douglas Simpson:

* Work of the previous gameplay testing feedback
* Implement new artwork like corals and wildlife when complete
* Implement the designs of the damaged submarines once completed by Thomas.
* Implement particle design when completed.

Completed By: Thomas Simmons