**Group 6**

**21 March 2018**

**12:00 – 14:30**

**ATTENDEES** Tom Gibbs, Fraser King, Jack Massey, Daniel Marsh

**Postmortem of previous weeks work:-**

**What went well:-**

Jack continued to show improvement. Setting an earlier deadline for tasks to be completed by continues to ensure tasks are both completed, and that feedback can improve work standard if necessary.

Team was able to adapt to design issues, based on the criticism received from tutors (while maintaining as much of initial design as possible due to close deadlines). Now have an updated design theme.

Email communication was clear and consistent from all members (improvement from Jack, again).

All tasks were advanced and completed before the close of the sprint.

**What went badly:-**

Having to spend the majority of task time this sprint on redesigning the implementation of game mechanics and game theme prevented much other work from being completed.

As all efforts were focused on redesign and adapting the existing build, there was no remaining time for external playtesting, leaving the group without valuable feedback.

**What can be done to improve the current week:-**

Taking on feedback from Rob’s tutor session, allocated task time will be reduced for the Easter break, to prevent over-scoping or incomplete tasks.

Schedule a group jam session for early next week to assess the realistic potential for project task completion.

Continue to specify earlier deadline for Jack’s more important tasks (for first hour of work). This will provide a greater opportunity to produce better work as the total work estimate will not have been fully used, plus ensure that Jack begins tasks ahead of the Tuesday sprint.

Continue the example set in the previous sprint – by having everything completed, uploaded to Git and logged in JIRA ahead of the sprint deadline.

**Overall Aim of the weeks sprint:-**

Implementation of adapted mechanic.

Inclusion of new assets within build.

Rapid iterations of new designs based on external playtesting and subsequent changes.

**Meeting Minutes:-**

Following the advice given in Rob’s tutor session, and the team managers experience from the previous year, reduced tasks will be allocated for the Easter period.

This should prevent incomplete tasks and give a realistic road map of remaining tasks to be completed.

The team was able to propose a good alternative to the existing theme – spitting llamas. The theme was arrived at by using Dave’s advice, using the emotions we intend to evoke as the starting point for the design.

This fits the existing mechanic well and can also be tailored further by altering visual attributes of the player characters to attempt to further enhance these emotions.

As we are incorporating new mechanics and theme, playtesting feedback will be vital. The team discussed the need to complete tasks as early as we are able, in order to maximise playtesting opportunity.

After allocating tasks, the team scheduled a meeting for Monday 26/03 at 09:00 to discuss work done so far, and assess realistic work expectations for the Easter sprints.

**Tasks for the current week:-**

**Tasks will be uploaded and tracked on JIRA. Detailed clarification of the requirements of each task is also specified in JIRA description.**

**Tom Gibbs:**

* **As a programmer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 3 new playtesters. Use the playtest questionnaire as a guide for feedback.
* **As a programmer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a programmer, implement player power-up functionality. Include random event weighting / 2h**
  + The result of the task should generate functional power-ups for players, with an increasing chance of receiving a power-up as players get closer to the win condition.
  + C# script will be committed to group repository within current Unity build.
* **As a programmer, implement variable power-meter speed based on winning player / 30m**
  + The result of the task will cause the power-meter to oscillate faster if the current player's opponent is closer to the lose condition.
  + Script will be uploaded to the group repository as part of the current Unity build.
* **As a programmer, include assets within the Unity build for playtesting once they are produced / 30m**
  + The result of the task will cause the power-meter to oscillate faster if the current player's opponent is closer to the lose condition.
  + Script will be uploaded to the group repository as part of the current Unity build.

**Fraser King:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 3 new playtesters. Use the playtest questionnaire as a guide for feedback.
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, develop 'opening scene' player character designs / 2h**
  + Result of the task should be two, 2D, player character designs from a front-on perspective.
  + Designs should be uploaded to the group repository.
* **As a designer, develop 'game scene' player character designs / 1h**
  + Result of the task should be one, 2D, player character designs from a front-on perspective.
  + Designs should be uploaded to the group repository.

**Jack Massey:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 3 new playtesters. Use the playtest questionnaire as a guide for feedback.
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, develop the game scene background / 3h**
  + The result of the task should be 2 backgrounds, theme appropriate, using the ideas discussed in Wednesdays meeting.
  + 2 Designs should be uploaded to the group repository.

**Daniel Marsh:**

* **As a designer, conduct playtesting with a minimum of 3 people / 30m**
  + Playtest the build with a minimum of 3 new playtesters. Use the playtest questionnaire as a guide for feedback.
* **As a designer, analyse feedback from playtesters. Upload summary in word document / 30m**
  + Having used the playtest questionnaire (as inspiration), type up the playtester feedback for review by the team.
  + Word document should be uploaded to the group repository.
* **As a designer, develop the design of the power-bar / 2h**
  + The result of the task should better display the optimal time to tap, as well as reposition the optimal area to centre screen to maintain symmetry.
  + 3 Designs should be uploaded to the group repository.
* **As a designer, develop the design of the 'spit' sprite and particle effect / 1h**
  + The result of the task should be a theme appropriate, symmetrical 'spit' droplet.
  + This design will also be used for Unity particle effects.
  + 2 Designs should be committed to the group repository.

A minimum of the first 3 hours of group tasks will be completed within a jam.

The team are scheduled to meet on Monday 26/03/2018 at 09:00 to discuss work done so far, and assess realistic work expectations for the Easter sprints.