**Group 6**

**21 March 2018**

**10:00 – 14:00**

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

**Postmortem of previous weeks work:-**

**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:-**

Jack had arrived on time, but had set-up in the labs, rather than the common room. When he received the team’s messages he joined us for the meeting.

Team met to discuss work done so far and availability for work over the remainder of the break.

Family commitments as well as deadlines for other assignments may interfere if a full 6 hours of tasks are assigned, justifying the lower duration expected for the two coming weeks.

The importance of playtesting was stressed, as we now need to iterate on our design using player feedback as quickly as possible.

Jack proposed waiting for Fraser to complete the character design, before he completes the level design task. Team agreed this was a good idea to better maintain a consistent art theme throughout the design.

Team will meet on Wednesday to review work, agree new tasks and hold another jam to start the sprint.

**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.

Team jam held on Monday 26/03/2018 at 09:00.