**Group 6**

**28 March 2018**

**11:00 – 14:30**

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

**Postmortem of previous weeks work:-**

**What went well:-**

As requested Jack showed significant improvement, staying in regular contact by email and updating the team with the status of tasks and estimated completion times throughout the week.

Jack has also continued to send work for review after the first hour has been completed. This has greatly assisted in ensuring work is being completed appropriately.

All team members have put in clear effort to increase pace of development following redesigns as a result of tutor feedback.

**What went badly:-**

One team member underestimated their availability for the first week of Easter, meaning that two assigned playtesting tasks were not completed this sprint.

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

Using Rob’s advice, as the lesson learnt from incompletion of a playtesting task due to one member lacking availability, a spreadsheet has been produced from contributions by all members which details the availability of each member.

Using the document has allowed the team to discuss availability for work and coupled with reviewing previous task history has given more appropriate task times and expectations.

Continue to specify earlier deadline for Jack’s more important tasks (for first hour of work).

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

Refinement of updated mechanics.

Inclusion of developed artwork within builds.

Further playtesting to confirm the above aims are progressing as intended.

**Meeting Minutes:-**

All team in attendance. Manager was briefly delayed following minor car accident Wednesday morning.

Manager requested group complete spreadsheet detailing the team’s availability as the Easter period is typically busier than term time.

Spreadsheet shows all members have suitable capacity for approximately 3 hours of work. 1 hour will be given to playtesting, the remaining 2 will be put toward developing further art assets/functionality.

Team discussed results of previous sprints tasks. Amendments are required to the negative feedback loop (power ups) so better telegraph to the player what is happening. This will be done by replacing the descriptions with symbols.

Power-bar was discussed. Designing a bar related to the theme has detracted from its ease of use. Team agree that this should be a priority as this has been the source of much playtester confusion and is central to the games mechanics. Bar will be redesigned as part of tasks this week, with the aim of being more intuitive.

Game background and player art were produced well – though a second background will be produced this sprint with the aim of better fitting the game UI.

Reminded Jack that continuing to request review of in progress work is good as it confirms whether we share the same understanding of the task – though if this has not been explicitly requested for a given task and all assigned hours have been logged, tasks should be moved to verify, rather than requesting review before moving as this adds an extra step to achieve the same outcome.

After allocating tasks, the team scheduled a meeting for Wednesday 04/04 at 10:30 to discuss work done so far, give direction to subsequent tasks and begin working on them.

**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, implement tiered input rating system / 1h**
  + Result of task should provide visual feedback to player rating their timing as:
  + Bad, okay, good, great, perfect
  + Script providing functionality will be included within the Unity guild within the group repository.
* **As a programmer, prepare sound effect system functionality / 1h**
  + Prepare functionality to play sound files, ready for when all sounds have been sourced. must handle:
    - event sound effects
    - background music
  + script to be uploaded as part of unity build
* **As a programmer, implement improvements highlighted in playtester feedback / 1h**
  + The completion of this task should result in implementation of improvements as highlighted by playtesters, described in 'playtest analysis' tasks.
* **As a programmer, implement current art assets into builds / 30m**
  + Update Unity build with up-to-date art assets.
  + Upload the result to the group repository.

**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 power-up icons
  + The outcome of the task should give 2 designs for each power-up:
    - 'power hit'
    - 'recovery'
    - 'double chance'
  + Upload completed work as png files 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 game scene background design / 2h**
  + produce one additional design, focusing on matching the games theme.
  + Result 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 power-bar with focus on clarity over theme / 2h**
  + Consider size of regions.
  + Consider clarity of moving marker.
    - Each of the following should be uploaded as a separate png file:
      * power-bar marker
      * power-bar meter (zones)
      * power-bar background
      * All the above to showcase the design as a whole

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

The team are scheduled to meet on Wednesday 04/042018 at 10:30 to discuss work done so far, give direction to subsequent tasks and begin working on them.