* Wednesday 27th March 2019, 11:30 -17:30
* Computer Games Labs
* Tom McLaren, Tom McCarthy and Amy Potter
* All present, work undertaken

Post-mortem of Previous Week

“To implement art assets into the game, as well as have an end race screen/state for the game. Finally to have more Drivatar art assets made.”

Last week, the team were working towards creating a more in-depth player experience. One of the core takeaways from our tutor feedback is that many existing educational games focus primarily on creating a ‘quiz-based experience’ and forget to incorporate elements that make it an engaging game for the children, rather than a quiz.

Since we also want our game to be polished, the focus of the last sprint was to begin incorporating elements of tutor feedback and also begin implementing art assets into the game. Overall, I think the team accomplished their goal since the game is now populated with artwork and has features such as an end screen which lets the player know how many questions they got correct. In the future, we may make use of this to incorporate rewards or a ‘position ranking’ that the player achieved in the race.

On the other hand, the task of creating a finite track is still outstanding. While the base of the finite track has been created and is currently in use in the game scene, it has yet to be populated with unique assets, which took longer than we initially estimated.

Tasks left outstanding from previous sprint

Amy

* As a Designer, I need to create a finite track – (30m of 1h logged, came across some issues which were discussed with team during current meeting)

Aim for the Jam

* Create assets and begin polishing the game so that we are ready to present our walkthrough video

At 11:30, we all met in the Computer Games Lab to begin our jam. Since the walkthrough video is due to be uploaded next week, Tom McCarthy agreed that he would work on creating the gameplay footage and commentary, while myself and Tom McLaren continued working on creating assets and working towards polishing the game. Since we already have at least one Drivatar and one vehicle, we also agreed that we could spend time creating animations for these, so that the game looks polished should we run out of time to incorporate player choice.

As stated previously, one of the core takeaways from our tutor feedback is that many existing educational games focus primarily on creating a ‘quiz-based experience’ and forget to incorporate elements that make it an engaging game for the children, rather than a quiz. This is something we need to be mindful of when creating our own experience for our player and so this is what we are focusing on over the upcoming weeks. In particular, we are considering options for visual feedback such as opponent AI on screen at all times, customisation choices for vehicles/characters and rewards for the player.

Tasks for the Sprint

Amy

* As a Designer, I need to create an animation for one of the vehicles – 2h
* As a Designer, I need to create an animation for one of the drivers – 2h
* As a Designer, I need to refine some of the art assets so that their style is consistent with others – 1h
* As a Designer, I need to create a finite track– 1h

Tom McLaren

* As a Designer, I need to create the art for the character and vehicle selection screen – 2h
* As a Designer, I need to create a digital mockup for the main menu background art – 2h
* As a Designer, I need to source some sound effects for the game – 1h
* As a Designer, I need to source a sound track for the game – 1h

Tom McCarthy

* As a Programmer, I need to display which equations the player got incorrect on the end screen – 3h
* As a Programmer, I need to create the gameplay and voiceover walkthrough for our stakeholders – 1h
* As a Programmer, I need to implement the animations for one of the vehicles and drivers – 1h
* As a Programmer, I need to implement the vehicle and driver selection screen – 1h

**NEXT MEETING SCHEDULED FOR 3RD APRIL 2019, COMPUTER GAMES LABS**

**MINUTE TAKER – AMY**