Date of Meeting: 05/11/2018

Time of Meeting: 11:38

Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins and Thomas McLaren

**Item One: Post-mortem of previous week**

**What went well**

All tasks were completed on time.

Elliot had a breakthrough with networking and was able to have one player host a lobby on a local connection such as the same WIFI, then another player would be shown a list of all the available games that they are able to join. This is very important due to the contest feature between player is a motivating goal for players to continue to play the game.

We all had a very successful and useful game jam in which we were able to ask questions between members and get short and descriptive answers which we found to be very useful and key. If we also had any issues we were able to help each other out and this made everything a lot easier and we found it to be more professional.

In our feedback with Dan Meyers we were praised on our sprint organisation so much that he asked that we used advanced agile scrum based terminology, he wants us to be careful with the words that we use in our tasks such as the word “implement” this word suggests that the outcome of the task will be within the game at the end of the sprint. Dan also had a clear look and a small gameplay demo of the game and really liked all the stuff we were developing at the point in time.

The feedback that we received from Rob was extremely useful when he spoke about the player being able to plant a multiple of the same tree in the same spot so that players receive bonus’ which causes the player to feel more attached because they had spent a lot of “upgrading” that one tree. However, Rob discussed that maybe our psychographic Sally may not like this approach because Sally may think that her progress is being destroyed rather than rewarded. So, we discussed this as a group and we will be researching different ways in which we can offer bonus’ without the player having to rip that tree out of the ground and feeling punished.

Another thing that went great was that as a group we entered the Game Anglia Indie showcase and was accepted so we will be displaying our game on the Saturday morning of the event to the public. This will be a great chance to get live feedback and playtesting of our game and this will be extremely important for us to add all of the feedback into the presentation as well as the development of the game.

**What went badly**

Time management wasn’t the best for me and McLaren this week due me having friends over for Halloween from Wednesday to Sunday morning and in which the way our sprints work I was not assigned 8 hours’ worth of tasks until Wednesday. Despite that I should have prepared and asked for the tasks on the Monday and logged work off Jira and then when the tasks were uploaded I could have logged and moved work accordingly.

There was confusion with the location of some of our work within our GitHub repository detailing the meeting minutes and the Discord chat logs, however this has all been sorted out and appropriate text files have been added to the repository explaining how to open up these files and how to view them.

**Overall Aim of the current week’s sprint**

This Wednesday we are meeting up with Taylor Moulton (a professional musician) to talk about game music and sound to implement into the game. A contract will be drafted up accordingly.

Due to our group being entered within the game Anglia indie showcase we will need to have all of our tasks completed on the Friday evening so that we have a polished 5 minutes work of gameplay to display on the Saturday morning.

Pushing for the MVP as we have the presentation next week is very crucial as we will be showing the lecturers where we are at with our games development and how the game is being iterated around our psychographic. Our presentation should also include a chart or diagram on how our game will be looking after 5 minutes of gameplay, then how it compared to 1 hour and then 5 hours and so forth. Our presentation should also include the design work that we have been pushing through our game showing off everything that we have learned within our three years of education.

Elliot would like to refine the touching and zooming function within our game as we had a problem with the creature zooming in and the player not being able to zoom out without having to retry a few times. This is a simple task however it will help polish the game and will keep the player immersed within our game, stopping them from feeling frustrated and annoyed. To fix this problem Elliot suggested that when the player clicks on the environment in the background of the creature stat window that the camera will zoom out. This is very intuitive due to a lot of games on mobile choose this route, all the same we will know if this is the best route when we receive feedback on the game Anglia showcase day.

Elliot will also be working on a save game feature so that players don’t lose their progress after exiting the game.

Using the feedback from Rob earlier talking about the planting trees to create bonus’ McLaren will research loss aversion and other reward techniques in which we can implement into our game. Likewise, George will be creating assets to clearly show where the player is able to plant the trees on the island and showing how many trees the player is able to plant if we choose to only allow players to plant one of each tree.

George will be also be heavily working on the flow chart of gameplay after certain points in time like I had detailed earlier in the minutes.

Myself will be working on polishing up art assets that are very important such as the buttons in which players will use by creating clearer affordances so that no matter what resolution or size the player is playing the game on the player knows from the beginning what the buttons do without a tutorial or hint screen.

George will also be working on the ratios of which the fruit will have major and minor bonus’ to offer the player. This will be in the form of an excel spreadsheet.

**Any Other Business**

**Images Attached are the notes received from Robert Kurta:**

**Meeting Ended: 12:15**

**Minute Taker: Thomas McCarthy**

**A picture containing text, whiteboard

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Description generated with high confidence**

**A close up of text on a whiteboard

Description generated with high confidence**