Date of Meeting: 05/12/2018

Time of Meeting: 16:12

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

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

**What went well**

Most tasks were completed on time.

Elliot got the layering of pets working inside the game using sorting layers to determine which pet will be moved to the layer infront of the other one. This stops pets clipping within another.

McLaren was able to complete all his tasks and did not struggle with anything assigned. For his tutorial task he had created a hand which points to the assets that are interactable which is used in many mobile games across the market and they all prove to be successful.

Another task completed by McLaren was to create more hats for the giant to wear. He had made many hats including elf hat etc.

George completed all his tasks and really liked the buttons he had created for the closet which allows the player to open the screen to customise their giant. We all voted and really liked the 4th one which is an image of a shirt and we all agreed that it is the clearest once the screen resolution is involved with the size of the button.

George also had the task on working on the wardrobe screen and had found this task to go very well and explained how all the screens are keeping the same art style and are consistent.

George found the resolution task to be very tedious and tried many ways to accomplish this task. In the end he found the feather tool to be the most successful way to complete the task. What the feather tool did was create a “depth of field” look to the mountains and grass.

I had to create the narrative bumps for our game so that we can showcase what the game will look like after certain points of gameplay such as; 5 mins, 25 mins, 1 hour and 2 hours. This will help with our presentation as it showcases how we intend to keep the player engaged and immersed within our game for long or short periods of time.

One of my other tasks, was to create more outfits for the giant to showcase the ways in which we can monetize our game. I had made an astronaut outfit, a casual outfit and a scuba diving outfit. These all turned out very well and can be easily implemented into our game due to me separating limbs for easy animation.

My last task was to create a cloud sprite sheet so that Elliot can choose at randomly clouds to animate across the sky creating a variation and not making it look like the same cloud is being reused throughout the game.

**What went badly**

Elliot was unable to complete all tasks as he had to fix our GitHub repository and spent a bit of time doing so. McLaren had he job of creating a game object within the scene which holds the background music placeholder and will begin to play upon the opening of the game. Unfortunately, he had a really old version of Unity from two years ago on his personal PC at home. This messed with the project and he proceeded to push the game with the now broken build to GitHub. So, this caused many issues for Elliot and forced to Elliot to fix this issue.

I had an issue with the clouds also, due to me using Flux on my personal PC the clouds had come out a completely different colour to what I thought they looked like, so I will need to fix this and re upload them this week.

Other that those two issue nothing really seemed to arise as a problem during that sprint.

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

For this sprint we will be focusing on having everything ready for the presentation next Monday. This will include;

* Gameplay Footage
* A presentation with slides on iterative development with choices that involve our psychographic
* Old vs New asset comparisons through iteration
* Design knowledge that we have used throughout our iteration

Due to a new lecturer starting, we will need to present the entire game including core game loop, marketing plan, contingency plan, target market/psychographic and how the game has changed through the entirety of the project.

The feedback that we had received from our previous presentation was to think about ways in which we can monetise this game, which we have now done. The other piece of advice we received was what goals and sub goals to the player must keep progressing through the game which is another key thing that we have been working on through the use of customisation and achievements. This will all be detailed within our presentation on Monday.

**Any Other Business**

We had a meeting today at an unusual time for us as Thomas McLaren had his driving test today (which he passed). This caused no problems between group members, but this is just to clarify the reason of why we had to change the time of our meeting today. Next week meeting wills resume their ordinary times of 12 noon each Wednesday.

**Meeting Ended: 16:56**

**Minute Taker: Thomas McCarthy**