Date of Meeting: 08/10/2018

Time of Meeting: 11:19

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

Apologies from: Thomas McLaren

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

**What went well**

Elliot created a prototype for the Giant Island game, which includes fluid camera movement, a zoom feature, a day and night cycle, a parallax background and the character interacting with an environmental object which is harvested and then is used to create a house. This was shown to Dan Mayers on today’s date and he really enjoyed it.

George had created art for the Giant Island game, and was implemented into the prototype, all this can be viewed on the discord chat log. George had also created a paper prototype for the Crown Campaign (Bidding game). George also wrote up the proposed schedule, risk assessment for each idea, and the updated pitch.

I (Thomas McCarthy) had created concept models for the boat game, and the marketing assessment for each idea and I had researched which players we are pitching these games for and how we could monetize the games for today’s informal pitch. I also found a way to be able to export Discord chat logs into a html file which includes time stamps and the images that were uploaded to Discord. I am able to choose a start and end date to export chat logs, so I will be uploading weekly chat logs.

Thomas McLaren had written up a Risk Assessment for the boat game, however it had to be edited by George.

Our communication went very well, and we were communication when we had completed tasks our had queries for the ideas. Delegating tasks was all done on Discord as we had no GitHub or Jira in the previous weeks.

**What went badly**

We were not able to get Jira or GitHub to work so we had to upload minutes and our tasks into Discord.

Another thing was that we only had the one meeting (not including the Monday tutorial) due to a team member being unavailable so we only have the one meeting minutes.

**Feedback Received**

Island Game:

The feedback that we received from Dan Mayers was that he liked the prototypes, Dan also thought that we are doing very well as we are only in the third week of the project, however initially that he wasn’t very receptive on the Giant Island idea until he saw the prototype in motion. We discussed how it going to be difficult to explain the game, and people may find it confusing until we show them the prototype. We also talked on how it’s going to be a struggle to keep players engaged in the game as the player progresses.

Boat Game:

Dan also talked on how we would differentiate between Single and Multiplayer. If we were to choose the boat game to work on. Elliot did bring up a good method on keeping it multiplayer by adding in obstacles that require both players to swipe up or downing simultaneously.

Dan asked which game we think would be the easiest to create a “MVP” for the November pitch. We all agreed on the boat game, however Dan then asked which game we are motivated to create and we all said the Giant Island game because we want to pitch for the Tranfuzer, as this game is unique.

Towards the end of the feedback Dan went through the deliverables for next week’s pitch with us and said that we have everything we need for the pitch and just asked us to work on the polishing of some design for the games.

**Individual Work Completed**:

Elliot-

Prototype for the Giant Island Game which included a parallax background, fluid camera movement, a zoom feature, a day and night cycle and the character interacting with the environment.

George-

Game art for the giant island game, paper prototype for Crown Campaign, the risk assessment and updated pitch ideas for the 3 games.

Thomas McCarthy-

Concept models for the boat game, marketing assessment and research on how to export Discord chat logs into html files.

Thomas McLaren-

Risk assessment for the boat game and giant island game.

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

We want a playable character to be implemented into the Giant Island game and to get our peers to have a look at the character and tell us what they think and if they think it fits in with the art style in the game that we already have. We will also use colour theory for the character development to make sure that it doesn’t feel out of place but also when using the “squint test” the player is able to distinguish the character from the background/island art. The character must be original and non-generic. If the concept art for the character goes well, we also want to have the character to have a simple animation for moving and maybe interacting with a tree or the floor. This will be George’s task as he has been working on the art thus far and we all really like the art style and design.

We need to have a PowerPoint ready for next week’s pitch, we will all work on this and practise the pitch so that we are prepared and have all the material we need to show the lecturers and our peers. In our PowerPoint we need to include; our audience, a short video of the game being played whether it’s a screen record or someone playing the game and showing their reaction.

Elliot explained how he wants to take the prototypes further, for example; the giant island game Elliot will be adding more environmental objects for the giant to interact with and possibly have it so the objects can be interacted with further i.e. so right now the tree can build a house but Elliot would like it so that more people will come out and then you can use other objects on the island. We also would like Elliot to add a mechanic in the boat game in which both players need to swipe down to duck under a placeholder or tree trunk. George stated that if Elliot is still working on the Island game that he would like to give the boat, duck mechanic a try in Elliot’s place but Elliot feels confident in the task.

I myself would will be creating 3D models and hopefully texturing them for the boat game to be implemented so that it is ready for the pitch.

We will be getting Tom McLaren to work on the Crown Campaign game and give him control over playtesting and iterating mechanics or values to give a smooth and enjoyable gameplay.

**Any Other Business**

We discussed having game jams on Wednesday however George is unavailable for next week Wednesday, so we will move that one to the Thursday. We will be having a meeting this Thursday to make sure all the tasks are being completed and if we have any issues or ideas we can bring it up in the meeting.

**Meeting Ended: 11:43**

**Minute Taker: Thomas McCarthy**