Date of Meeting: 12/11/2018

Time of Meeting: 13:37

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

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

**What went well**

All group members finished all tasks on time and uploaded their work this week.

On Saturday we showcased our game at Game Anglia, so we had to make sure that all of our tasks that affect the current state of the game had to be completed by Friday night. And to ensure the game was as good as it could be for the showcase, we agreed not to work on anything else until Sunday. This went very well as our game had a lot of features implemented and a lot of artwork was added.

Our group game jam went very well, we started by all working together to figure our exactly what features we would need to implement before Game Anglia and what we wanted to focus on so that we could get the most useful feedback possible from the playtesting done there. During the game jam we also met with Taylor Moulton who has agreed to make music for our game.

We presented to the lecturers today, we didn’t start work on the presentation until Sunday because earlier in the week we agreed that we would focus on the prototype for the showcase, and then work on the presentation together on the Sunday after. With all that in mind the presentation went very well, we were able to use a lot of feedback we got during Game Anglia and we showed a lot more about the design theory we have used in the game compared to the last presentation.

We discussed some of the negative feedback we received and how we can improve the game to fix these issues.

* Players didn’t like that they couldn’t choose what pets they feed
* We will allow players to select a creature and feed them directly rather than the current system where you tap a tree and the closest pet is fed
* Players kept trying to zoom out from viewing a pets stats by pinching
* Currently to stop looking at a pet you tap the pet, we will make more ways to unfocus on a pet to create a more intuitive experience.
* Players wanted more creatures
* We already have a lot more creatures that we will be adding into the game in the coming weeks, these will be accessed with the breeding system I will add this week.
* Interactable items should contrast more
* This week Tom McLaren will research and mock up different ways to show interactable objects so that our players will always know what to do
* There is no feedback when the pets eat food
* We will give some visual feedback when the pets eat food to show that they have been made happier and levelled up stats, Tom McCarthy will be working on that.
* Players want more interaction with the pets
* We are now planning on adding small interactions with the creatures such as petting them and brushing them, they will also perform little actions when they get happy.

We decided to change the way players will get eggs, we decided that the only way players will get new eggs from meteors that pass over the islands, they will drop gifts that can give the player a few random items including up to 1 egg and 3 seeds, the player can then interact with this gift to make the giant pick up the items, the giant is then able to travel between islands and drop the egg. We agreed that when creatures breed, they will lay an egg, this egg can then be picked up and taken to an island of the players choice to be hatched.

A piece of feedback we received from our presentation is that our stats probably won’t appeal to our demographic, to fix this we have decided that we will revise our stat system to make sure that we make the best game we can for our audience, we will not be changing how the stat system works as we don’t feel the system itself is the issue, however our stats will be renamed.

To increase replayablility we have decided that we will have an upgradable tree system where you plant multiple seeds int the same pot and it will create a better tree that can spawn more fruit at once.

**Tasks for this week**

Tom McLaren

Research UI placement 30m

research different names for stats to fit our target market 30m

Affordances for the UI, telegraphing to the player what is interactive 3h

Tom McCarthy

Mock up different visual feedback for the creature eating 1h

And breed/max happiness 1h

Mock up animations for the creature eating 2h

George

Different flower pots 2h

Finalize assignment of fruit to trees and seed prices 1h

Mocking up feeding creature display 1h

Elliot

Implement final trees 30m

Implement final fruit 30m

New inventory 30m

Meteors (bugs, and dropping) 1h

Gifts (animations, drop items, confetti particle effect) 1h

Start Set up of tutorial code 30m

**Meeting Ended: 2:20**

**Minute Taker: Elliot Chester**