Date of Meeting: 07/11/2018

Time of Meeting: 12:34

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

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

**What went well**

George was able to create the flow chart on how the first 5 minutes of gameplay will pan out. This flow chart also shows off the game loop and the game progression in a step by step process. This method really helped us with making sure that we had all these features and mechanics so that we can have a good prototype/MVP to play test and have ready for the presentation.

George’s tree designation task went very well, and he had created some simplistic but detailed assets for the seeds to be planted at. As a group we discussed which ones we preferred and that came to the blue and orange plant plot and the pink picket fence. Using these plant pots for the player to plant seeds instead of just allowing them to plant trees anywhere, keeps the screen de cluttered and also it means that players can’t increase their creature’s stats at an alarming rate.

I was able to create an animation sprite sheet for the hatching of eggs, which everyone found to be very appealing and, I received comments on how the sprites produce anticipation and suspense because only parts of the creature are revealed initially.

I found that my button task went very well, and I had made a lot of progress on that. The buttons were much more clearer and more intuitive which is exactly what we needed due to the resolution size on a mobile. We had some issues with not being able to see what the old buttons did.

McLarens research on the different ways in which we can reward the player with the trees and the many ways in which trees can be planted had went very well. Thomas had played “Azul” which is a deck building game and he had found it to be very useful. One of the ideas that Thomas was inspired by was to have a sorting mechanic which is used in “Azul”.

“From playing the game we came up with the idea of having a sorting mechanic with the tree growing system. For example, planting certain trees in certain order would promote speed increase or higher harvest of a tree. Just like gaining extra points in Azul for having a horizontal full line.”

Thomas’ last task was to revise the creature index, which he had done a great job on, however he had created this in a portrait mode which does create immersion because it would force the player to tilt the phone and make the player feel like they’re part of the game, but this was cause issues with players that have preferred ways in which to hold their phone. This would be because players may get frustrated when the game would flip and if the game did not flip they would have to move their phone around frantically to get it to work. However even if we were to lock the phones rotation constantly they would still become frustrated because they may not like the side which is up, and this may stop them from playing the game. Due to this we decided not use Thomas’ creature index and use one of the old versions that I had created many sprints ago.

Elliot managed to get a save game feature to work, however he had found this task to take up a lot more time than it should have because Unity’s save game feature would not work for something like ours due to all the values and positions of all the assets in our game. Therefore, the task had taken 8 hours, but Elliot managed to create his own save feature It works better than expected.

**What went badly**

Off the feedback from George and Elliot I had found out that my sprites have not been laid out to be game ready as they are too close together, so I will be spending an hour moving around all my assets so that can be implemented into the game with no issues.

Due to the time consumption on Elliot’s save game feature he was not able to complete his other two tasks, however due to the importance he will be working on them on this sprint.

As said before Thomas had created the creature index however now due to the issues that we would have we are not able to use that art asset.

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

For this current sprint we will be heavily focusing on polishing and creating the first 5 minutes of gameplay at a polished and professional level. This needs to be ready for Game Anglia as we are showcasing our game and the presentation for next Monday. Now that we have the flow chart from George we can list exactly what we need and then I delegated the tasks necessary for us to be able to complete so that we can present a suitable MVP.

Elliot will be working on implementing animations and assets that we have or will be making this sprint.

Using the feedback from Rob I will be creating images of how the game will look after certain points in time.

McLaren will be recording gameplay footage for the presentation and will also be working on some animations for player interaction.

**Any Other Business**

On Friday we will be working on the presentation as a group and rehearsing so that we are ready for Monday.

**Meeting Ended: 1:35**

**Minute Taker: Thomas McCarthy**