Date of Meeting: 19/11/2018

Time of Meeting: 11:08

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

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

This morning, we had a meeting with Rob Kurta and discussed the overall activities of the group last week. He was happy with the professionalism and ability to take and act on feedback back that we have demonstrated and stressed to us that it is vital that we continue to do this. Doing so will make the game immeasurably better than if we were to ignore the feedback. As such, as a group, we aim to work hard and continue this positive trend.

Rob talked to us about monetization and its importance in our game, especially if we are to pursue the Tranzfuser initiative. As such, we should be thinking about the different advertising possibilities in our game and also consider cosmetic items that users could purchase, though for now especially, advertisements are the most relevant way to achieve this, as adding in game currency could hinder our reward schedules. Based on this outcome, the designers this week will perform some research into popular games played by our psychographic (teenage girls) and use this research to aid our games visual presentation as well as monetization strategy. We will also pay some mind to the application of narrative arcs in order to pace our game accordingly.

In terms of what went well for the previous sprint, most of the group members achieved their work on time and had it uploaded to Github.

Thomas McCarthy thought that his preliminary research into monetization went well. He looked at games such as ‘Clash of Clans’ and found that some actions in the game can be automated through in app purchases which allows players to progress quicker and pay attention to different parts of the game. He suggested that one way we could implement a similar system would be to implement the ability to purchase additional flower pots to gain additional fruits on the islands and so players could achieve progress faster than if they had not have paid. Other effective strategies lie in the act of customization, and we could use cosmetic items to dress the Giant or Pets in unique ways to give players a more personalized experience. We are already planning on adding hats to the Pets anyway, so this could be an easy way to implement monetization. We’ll be exploring these ideas further in our preliminary Monday to Wednesday sprint, in order to set up a clear plan for our larger sprint later this week.

Thomas Mclaren was very pleased with the hats that he has produced for the pets to wear in the game, specifically the witch’s hat. He said that he was able to keep the artstyle consistent with the rest of the game and the group agrees with this. He also decided to experiment with cosmetic features for the environment such as water fountains and hedges.

Elliot Chester was able to implement the updated feeding system into the game this week, though it took him far longer than he had initially anticipated. The reason was due to the saving system having to be updated to match the three separate islands and memorising which fruit had been eaten had to be registered and recorded in at least three different locations in the code. This ended up causing issues and so hee was able to overcome these technical challenges at the cost of some of his other tasks. As this was a main gameplay mechanic however, we as a team agree that his prioritisation of the task was essential and the right decision. Elliot was also able to add the gift animations to the game and so now the action of receiving a gift is much more user friendly, with users being able to see the reward that they have been given.

I updated the fruit and so now all of the fruit sprites appear much more consistent in shape and size. All sprites now have the leaves, allowing players to understand that they are fruit at a glance. I also added the latest inventory system, which is now taking the form of a treasure chest. Maybe it could be upgraded for monetization but for now t serves as the location of all the players items. The Giant will also use it as a seat and rest on it, giving him something to do when he is idle.

In terms of what didn’t go so well, McCarthy struggled to create the Island Switching animation, even after attempting to learn Dragonbones (a 2D animation software). This task will go back into the back log as it isn’t a priority and it will probably be done in engine at a later date.

Mclaren didn’t feel like his ideas of evolving the creature would suit the psychographic. In his plan, the pet would grow at level 8, grow horns at level 16, get even larger at level 24 and at level 32 it would get stripes on their horns. This will have to be reworked later to suit the needs and wants of our psychographic.

For Elliot, he wasn’t able to get his tasks completely finished due to over-scoping on his tasks. This will be solved by carefully considering how long each task will be, as well as adding an additional time period to them in order to act as a buffer and ensure the tasks reach completion.

I wasn’t happy with the outcome of the animations I attempted for the confetti that would spawn from the gift. In the end, I made a spritesheet for the confetti particles so that it can be implemented as a particle system in the game engine. I also plan to begin a new Unity file for designers to tinker inside and practise using various particle effects and animations so that we can create assets without hindering Elliot’s programming.

For the next sprint (Monday to Wednesday), we plan to take Rob’s advice and gather a solid amount of research in order to shape our game effectively and to take advantage of the likes of our psychographic. In order to achieve this, each of the Designers will be carrying out 4 hours of research each. Elliot will finish his previous tasks and come Wednesday, we should be able to formulate an effective monetisation strategy and continue to develop Gaia.

**Tasks for this sprint**

**Tom McLaren**

* Research different games popular amongst teenage girls and record their Mechanics, Dynamics, and Aesthetics (2h)
* Explore blogs, forums and social media posts relating to the games researched and gather User feedback such as liked and disliked aspects of the games (1h)
* Research our psychographics preferred method of monetisation and figure out appropriate ways to utilise them in Gaia (1h)

**Tom McCarthy**

* Research different games popular amongst teenage girls and record their Mechanics, Dynamics, and Aesthetics (2h)
* Explore blogs, forums and social media posts relating to the games researched and gather User feedback such as liked and disliked aspects of the games (1h)
* Research our psychographics preferred method of monetisation and figure out appropriate ways to utilise them in Gaia (1h)

**George**

* Research different games popular amongst teenage girls and record their Mechanics, Dynamics, and Aesthetics (2h)
* Explore blogs, forums and social media posts relating to the games researched and gather User feedback such as liked and disliked aspects of the games (1h)
* Research our psychographics preferred method of monetisation and figure out appropriate ways to utilise them in Gaia (1h)

**Elliot**

* Add the animation that will be used when creatures are eating (1h)
* Implement breeding into the prototype (1h30m)
* Implement more tutorial features that can be added together in the future to complete the tutorial (2h)

NOTE: While Elliot has 4h 30m in this sprint, during Wednesday onwards, he will only have 7h 30m, balancing out to the 12h limit.

**Meeting Ended: 11:46**

**Minute Taker: George Heath-Collins**