Date of Meeting: 03/12/2018

Time of Meeting: 3:30

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

Apologies from: Thomas McLaren (Reason given through Discord)

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

**What went well**

Most tasks were completed on time.

George got the main menu to work on the Unity tester project, however due to his aspect ratio setting on his monitor at home some of the buttons do not appear once the game is played.

George found it very easy to convert all the art assets from the concept art to game ready assets. This ensures that when Elliot needs them for the game, he can just import them straight from their file rather than having to do this within Unity and using up all his time.

Elliot managed to get the network to sync values from each user will be different, this will be used for the pet’s skill values to be compared between each other when they choose to compete.

Elliot also managed to get the pet feeding feature to work which is very beneficial for the user as they need a sign/ signal to show when the pet is being fed. The giant will move over to the fruit once it has dropped from the tree.

I managed to create assets for the season of Christmas, this is purely an aesthetic feature that will be implemented into the game and can show off ways in which we could monetise our game in the future. This will help as we need to show our market ideas next week for our presentation.

One of my tasks was to create a cloud animation inside of Unity, this went well as I used the Animation tool which is similar to UE4’s Animation tool which I have experience with already. I used two keyframes; a start point and an end point. With this I could increase or decrease the speed by changing the duration of the animation.

I was given the task to create outfits for the giant in which the player would need to purchase with in game currency. I created 3 different outfits and separated the limbs so that they can be used for animation. The 3 outfits that I created was a tuxedo, Santa’s outfit and a casual outfit.

**What went badly**

For Thomas McLaren he was busy this week with dissertation, work and not feeling 100%. Thus, he hadn’t been as vocal as he would have liked in the discord. His preferred method of monetisation research that he spent 1h 30m was searching on the internet for published research and created to create survey but had no response from our target psychographic. However, he then decided to use his youngest brothers Instagram story (age13) to post a survey. He received 13 results that were between the ages of 13-14 and recorded them, thus that part went well. Tom’s hat creation task, I he had spent 1hour creating two hats which ended up not being used so that wasted time, but then created another 3 after a break and he felt that they came out well. Due to the time wasted with the other two tasks, he had left the tutorial visual assets task in the backlog. Plus, he felt that the final version of the customize screen is looking a lot better after spending time adding to it. Only near to the end of the task did he realise that it looked better if he had simplified it down, thus giving it a cleaner aesthetic Also he had trouble with GitHub being really slow yesterday, therefore waited until this morning to upload his work.

Due to Elliot being assigned a 7-hour tasks from the previous sprint it was difficult for him and ourselves as a collective to track his progress. Due to Elliot not being able to complete this task it looks as if he had not attempted or accomplished anything from that task. That is not the case, Elliot was able to get value’s working as stated earlier in the minutes. But now McLaren knows that he shouldn’t have assigned such a big task without breaking it up into smaller tasks that are easier to track.

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

We need to be implementing design features that we have been working on for the past weeks. Doing this will give will allow us to keep on track with the direction of our game development so that we know if our game meets our target psychographics needs/likes.

For the presentation next week, we need to include Marketing and how we propose to make money from our game, so outfits and customizable assets will be created to show off to the lecturers and our peers.

Elliot will be focusing on the implementation of all the changes we created in the tester project and moving into the main project. As well as, fixing a few issues that we have with layers within Unity and the appearance of creatures because of it. And the last thing will consist of Elliot programming the currency counter/ visual display of in game currency.

I will be focusing on creating some more costumes/outfits for the giant that the player will need to purchase to wear. Another thing is that I will need to create photoshop images of how the game will look after certain periods of time in gameplay e.g 5 mins, 10 mins, 1 hour and so forth.

George will be working on the clothing screen and creating assets in which the player will click or see when choosing their desired outfit. His other task will be editing the island/ environment assets so that they are at a higher resolution, so that when a player zooms in they do not look blurry and jagged.

McLaren will be creating more hat assets for the giant to add variation to the customising. He will also be creating a tutorial for new player so that they gain a basic understanding on the interactable within our game. To finish off he will be creating an in game object that will hold the background music so that when we have it, we can simply drag and drop the file in and music will play upon opening of the game.

**Any Other Business**

**We have decided to experiment with the hours allocated per sprint. So normally we would assign 4 hours’ worth of tasks from Monday-Wednesday and 8 hours from Wednesday-Monday. But after discussion we want to try and allocate more hours during the first sprint of the week to 5 hours and then 7 hours for the second sprint. We found that once working on the first sprint it would end quite quickly and we all said that we would’ve liked to work a little longer as we were in the “Zone”/ “On the ball”.**

**George also has a meeting for Design Master Class on Wednesday so our game jam will commence a little later than usual.**

**Meeting Ended: 16:00**

**Minute Taker: Thomas McCarthy**