**GROUP PROJECT, GROUP 3**

**DATE: 24 September 2018**

**TIME: 13:00 – 17:45**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** PROGRAMMING LAB, ATRIUM

**Minute Taker: Tom Gibbs**

**Overall aims of the current sprint**

* Discuss team strengths, weaknesses, realistic abilities
* Use discussion to create defined project limitations
* From this create realistic project scope
* Identify mechanics / themes which work within these constraints
* Produce minimum of three game design ideas

**Meeting:**

Group was formed through discussion; team members have worked together before – are confident in each other’s work ethic and ability with Unity engine and production of code.

As both members are programmers, the team is aware of skill shortcomings when it comes to production of visual assets, as well as potentially with game theme design.

Both being programmers does give the team great confidence in ability to complete game mechanics functionality and polish these elements.

As a team of two programmers we discussed including game design students within the team. We have both had experience working with the designers still available (not yet in a group) and both agree that while their inclusion would benefit the production of visual assets, their known level of conduct is likely to adversely affect the group over the duration of the project. Team members decided that their inclusion is too significant a risk and not a sensible option.

Team discussed their abilities in order to identify specific problematic areas to define appropriate project constraints before game ideas were discussed.

Areas of concern:

* Designing a theme
* Level design
* 2D, UI art
* 3D, game environment, players, interactable
* Time taken to produce any visual assets

To mitigate the impact of these as much as possible, the team decided to design ideas with the following constraints:

* Single static, screen sized environment
* Basic low poly art, flat colour objects
* Local cooperative play 2-4 players

Using these constraints, the team identified existing games with the same constraints and analysed them for inspiration and guidance. Elements of each were extracted, compared and paired with others from other example games to fuel ideas. This gave the team a suitable game loop:

**Assess problem -> communicate with team to identify best solution -> enact solution -> survive**

***As the game loop repeats, the pressure should increase, making the game harder.***

***If the group survives for long enough, the level is won/upgrades unlocked.***

Once these had been agreed, the team spent the remainder of the meeting proposing different mechanics and themes. The team was able to come up with several ideas, but none the team felt confident enough in to begin prototyping.

Before departing, team members completed a weekly availability spreadsheet – to show their availability to work on, and be allocated group tasks.

This will only be updated if there is a significant permanent change. Not week-by-week.

Tasks were assigned to review existing games and continue development of ideas ahead of the next group meeting scheduled for Wednesday 26 September @ 10:00.

**Tasks for the current week:**

**Tom:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

**Henry:**

* **Meet as a team to develop design ideas (minimum of 6 hours)**

At least 6 hours should be spent as a team to further develop ideas and ensure that the team maintain a constant understanding of each other’s perspectives. It may also be beneficial to complete elements of our individual tasks as a team.

* **Continue design idea development (2hr)**

Independently continue development of ideas from group meeting.

* **Develop design ideas (2hr)**

Independently develop new game design ideas.

* **Analyse existing games for inspiration (2hr)**

Independently assess released games to identify themes/mechanics suitable for the team constraints.

***Tasks not tracked on JIRA this week as board not yet available.***

***|tasks to become dramatically more specific as ideas are developed.***