**GROUP PROJECT, GROUP 3**

**DATE: 28 September 2018**

**TIME: 12:30 – 15:15**

**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:**

Team began by sharing design ideas from independent tasks.

Team discussion highlighted the most significant areas for attention in each game idea:

* Team agreed that the maze game would likely have a themed model for wall pieces, floor pieces and player characters, with the current plan for the camera view and mechanics making any further visual assets largely useless (as not guarantee they would be seen). Player power items and traps would be produced without a theme and instead be designed as a clear hazard. While maze puzzle books could be used as a strong starting point for level layout, a large amount of level design work would need to be undertaken to ensure usability.
* Management game gameplay will be almost entirely dependent upon the chosen theme. With the majority of player interaction defined by the environment.
* Tether game lends itself to a reduced/zero-gravity environment. Using a different theme/setting may distance the visuals from the gameplay, making gameplay unintuitive and more difficult for the player to predict. Team reviewed the game design which may need to be developed into a platformer rather than the original single area. This will create a need for a large number of visual assets to be created (even if reused) – team is aware this poses significant risk.
* States of matter game has similar risks to tether game. Stepping through stages of the mechanic in a screen sized permanent environment quickly becomes stale. Idea would need to be developed and levels designed to allow for platformer style progression and puzzles. This would require significant time spent creating visual assets – though the gameplay is less dependent on the chosen theme.

With these cautions in mind, team continued discussion and proposals of themes.

Team struggled to identify viable themes for all ideas, though did brainstorm a pirate ship for the management game – which lead to a huge amount of ideas for environment themed player interaction, including the driving pressure mechanic being reshaped to work with the theme. While the team is unsure this should be declared the final theme, the gameplay possibilities are encouraging.

Team ended meeting, agreeing to speak on Discord over the weekend to prepare a presentation for Rob’s Group Project lecture session. Next group meeting (discord call) scheduled for Sunday 30 September @ 19:00.

**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.***