**GROUP PROJECT, GROUP 3**

**DATE: 1 October 2018**

**TIME: 12:45 – 16:45**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** PROGRAMMING LAB, ATRIUM

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Team had clear and reliable communication in team meetings, via Discord messages and Discord voice calls. Both members were happy to spend time beyond that specified by the module handbook working on the project.

**What went badly**

Despite investing time and effort, team have so far not been able to develop a suitable theme design to accompany each game mechanic design.

**Feedback received**

Robs group project session: initially Rob did not appear to understand the game loop in relation to the presented idea. After brief explanation the clarification seemed to assist in understanding with Rob adding that in order to elicit the levels of panic and scenarios to force players to communicate with each other under pressure a large amount of playtesting would be required.

Rob also advised that the pirate idea is fairly generic and may fail to make the game stand out from competition.

Rob reminded team to be appropriate in our project scope, having only 2 members and both being programmers.

Team agree that all advice given is valid and will aim to solve or mitigate these risks as early as possible.

When team advised that we had experienced some difficulty in forming a theme, Rob was able to provide helpful advice – that creating a defined game loop within group ability was a good starting point, then allow the theme to repurpose the game mechanics. Team will attempt this next sprint.

**How the next sprint can be improved**

Continue commitment to project and work ethic. Previous week functioned smoothly due to continuous communication in meetings and over Discord voice and chat channels.

Team must ensure sufficient time is dedicated to solving theme design issues before lack thereof becomes detrimental to the projects development.

**Individual work completed in previous sprint:**

**Tom:**

* **Meet as a team to develop design ideas (minimum of 6 hours) – 17 hours spent in in-person meetings**

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) – 17 hours spent in in-person meetings**

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.

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Independently continue development of ideas from group meeting.

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**Overall aims of the current sprint**

* To produce the ‘management’ prototype, which should include:
  + Xbox controller Input
  + Interactable ‘activity’ objects
  + Interactable ‘hazard’ objects
  + World manager to track current survivability level
  + Player movement, player should face direction of movement
* To produce the ‘tether’ prototype, which should include:
  + Xbox controller input
  + Weightless player movement in zero gravity
  + Limited, rechargeable jetpack control
  + Tether which can be fired to other player and pull both towards each other
  + Tether which can be fired to other player and allow player to pivot around other player
  + Physics to simulate equal and opposite forces of player actions
* To produce the ‘maze’ prototype, which should include:
  + Xbox controller input
  + Player movement, player should dace direction of movement
  + Triggers to effect more direct routes for activating player
  + Triggers to effect more direct routes for other player
  + Triggers to cause ‘traps’ for opposing player
* To produce the ‘states of matter’ prototype, which should include:
  + Xbox controller input
  + Player movement, player should face direction of travel
  + One players input should heat objects, transitioning them from solid > liquid > gas states
  + One players input should cool objects, transitioning them from gas > liquid > solid states
  + The level should feature one basic, solvable puzzle using the above mechanics
* Continue to develop game themes for each idea
  + Team should attempt to work towards final theme idea for each game idea
* Update PowerPoint pitch presentation
  + PowerPoint should be updated to include recordings of each prototypes gameplay
  + How each idea was developed, with associated reasoning

**Meeting:**

Team stayed behind following Rob’s session to discuss feedback received from other groups and Rob (detailed above).

Team agree that feedback received is appropriate and attempting to adjust our development to include Robs advice will be beneficial to the project.

Team agree that the priority for this week is production of functional prototypes, and development of game themes, in that order.

Game ideas will be divided as per last week:

Tom: Management game

Tether game

Henry: Maze game

States of Matter game

Each member will produce a prototype, not inclusive of themed visual assets (purely a test of mechanics) for both their assigned prototypes as independent assigned tasks.

The team will work on theme development together in team meetings.

Team agreed that Tom will continue with ‘management/admin’ tasks as JIRA is now accessible this week and was not available to teams previously.

From sprint beginning 8/10/18 Henry will assume admin responsibility for the sprint and the week after Tom will be responsible. Team will rotate this responsibility in this manner, every other week, for the remainder of the project unless unforeseen circumstances necessitate a change.

Team (and other teams) have made Chris aware that Git is currently inaccessible – should be solved shortly.

Team agreed on assigned tasks, Tom to populate JIRA.

Next team meeting arranged for 3 October 2018 @ 13:00,

**Tasks for the current week:**

**Tom:**

* **‘Management’ prototype: Xbox controller input (30m)**

Adapt Unity project settings to be compatible with Xbox controller rather than keyboard and mouse control.

* **‘Management’ prototype: Player movement (45m)**

Create a c# script to give full 360-degree horizontal movement in a 3D environment.

* **'Management' prototype: Player action button (45m)**
* Create c# script to give players the ability to interact with all objects and hazards using an action button. **'Management' prototype: Management object interactions (1h)**

Create c# script to handle object behaviors and player interactions with them.

* **'Management' prototype: Hazard object interactions (1h)**

Create c# script to handle hazard behaviours and player interactions with them.

* **Prepare theme ideas and consider repurposed mechanics for 'management' game design (30m)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **'tether' prototype: Player grapple (1h)**

Create c# script to allow each player to grapple and attach to their partner.

* **'tether' prototype: Xbox controller compatibility (15m)**

Adapt Unity project settings to be compatible with Xbox controller rather than keyboard mouse control.

* **'tether' prototype: Player swing (1h 15m)**

Create c# script allowing each player to attach to, and pivot around their partner.

* **'tether' prototype: Player magnet (1h)**

Create c# script allowing one player to draw themselves toward defined points in the environment.

* **'tether' prototype: Player jetpack (1h)**

Create c# script allowing one player limited use of a jetpack to give directional control. Use fuel capacity as a way of limiting its use.

* **Prepare theme ideas and consider repurposed mechanics for 'tether' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **Prepare theme ideas and consider repurposed mechanics for 'states of matter' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **Prepare theme ideas and consider repurposed mechanics for 'maze' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

**Henry:**

* **'Maze' prototype: Xbox controller compatibility (30m)**

Adapt Unity project settings to be compatible with Xbox controller rather than keyboard mouse control.

* **Prepare theme ideas and consider repurposed mechanics for 'maze' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **'Maze' prototype: Player movement (30m)**

Create a C# script to handle the player movement

* **'Maze' prototype: Level design layout (1h 30m)**

Create at least one level for players to move around in, with an exit point and blocked passages.

* **'Maze' prototype: Player trigger action, corresponding output (1h)**

Place triggers around the level that when 'activated' will cause a change within the maze for the other player.

* **'States of matter' prototype: Xbox controller compatibility (30m)**

Adapt Unity project settings to be compatible with Xbox controller rather than keyboard mouse control.

* **'States of matter' prototype: Player movement (30m)**

Create a C# script to handle the player movement

* **'States of matter' prototype: Player unique abilities (1h)**

Abilities: Heat-Up, Cool Down.

* **'States of matter' prototype: Object forward and backward transitions between states (1h 30m)**

States: Solid - Liquid - Gas.

* **Prepare theme ideas and consider repurposed mechanics for 'states of matter' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **Prepare theme ideas and consider repurposed mechanics for 'management' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

* **Prepare theme ideas and consider repurposed mechanics for 'tether' game design (1h)**

Before next team meeting prepare a list of potential themes to repackage the current theme and allow for repurposing of current mechanic ideas.

***Detailed tasks, user stories and time allocations are tracked on JIRA.***