**GROUP PROJECT, GROUP 3**

**DATE: 7 October 2018**

**TIME: 21:45 – 00:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Discord, Voice call

**Minute Taker: Tom Gibbs**

**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:**

Following Rob’s email of Saturday morning the team identified the earliest point both are available – late Sunday evening.

Team discussed what we feel should be included in the presentation, in addition to Rob’s email. Team then adapted the PowerPoint presentation which had been prepared for the previous week’s session.

* Existing games used as inspiration were included in the presentation
* Constraints the team placed on ourselves
* Game loop created
* Sketches of each game scene were added to the presentation to aide in explanation.
* Videos of each prototype were recorded and included within slides.
* Brief market research was conducted and included within the presentation.
* 4 Keys to fun explanation included.

The format of the presentation was not disclosed, so team members rehearsed the presentation until it could be done without frequent reference to the slides, making sure that each member was familiar with the other’s prototypes in case one of the team was unavailable tomorrow.

Team still having issues with Github which will be raised with tutors after the presentation tomorrow. Team made sure that the final draft of the presentation was saved to both members memory sticks in case one corrupt or a member is not able to be at the session.

Next team meeting arranged to immediately follow Rob/Dan meeting, Monday 8 October 2018.

**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.***