**GROUP PROJECT, GROUP 3**

**DATE: 8 October 2018**

**TIME: 8:00 – 10:00AM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Common Room, Atrium Building

**Minute Taker: Henry Crofts**

**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

**Feedback:**

During a previous meeting with Rob Kurta as a team we were advised to rethink the theme of one of our games as it is slightly too generic. The team then agreed to dedicate time in the upcoming sprint to consider themes for all our game ideas.

**Meeting:**

Prior to the meeting with Rob Kurta and Dan Mayers the team decided to meet up in the morning before the session to discuss and rehearse the presentation. The team discussed the prototypes that had been created throughout the previous sprint some of the issues raised were:

* Difficulty of Maze Game
  + Level Design: Procedural or Hand placed.
  + Power ups in a competitive mode.
  + Potentially too design heavy.
  + Both sides of the maze must be balanced, especially if a competitive mode is implemented.
* Some features for the management game
  + Randomisation of hazard timers for replay ability to stop players learning the times and predicting hazards.

We then had to suspend the group meeting to attend the session with Rob and Dan at 10:00AM.

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.***