**GROUP PROJECT, GROUP 3**

**DATE: 8 October 2018**

**TIME: 11:00 – 12:45**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Common Room, Atrium Building

**Minute Taker: Henry Crofts**

**Overall aims of the current sprint**

* Update the ‘Tether Game’ prototype
  + The physics system should be updated to enact more realistic forces.
  + Improve the swing mechanic to make it more reliable for the player.
  + Update the particle effects used in the game to improve efficiency and display a ‘sun’ and ‘stars’.
* Update the ‘Management Game’ prototype
  + Create a World Manager script that will handle all events happening within the scene.
  + Update player movement script to stop player sliding around the scene when controls are released.
  + Review and improve the code for optimisation.
* Update the ‘Maze Game’ prototype
  + Implement second player Xbox controller input.
  + Update the maze design to allow each player to stand on a ‘pad’ to unlock a ‘door’ for the other player.
* To produce and complete risk assessment forms for the following:
  + Management Game.
  + Maze Game.
  + Tether Game.
* To produce and complete market assessment
  + Management Game.
  + Maze Game.
  + Tether Game.

**Meeting:**

After meeting with Rob Kurta and Dan Mayers the team met up in the common room to discuss the upcoming weeks tasks and the feedback received from Dan. Unfortunately, I had an emergency come up and had to cut the meeting short with the team only being able to discuss the tasks for the week and agreeing to have a follow up meeting to discuss the feedback on Tuesday 9th October.

While speaking about tasks we decided that the ‘States of Matter’ game that we had begun to prototype did not have much to offer for the team to accomplish, deciding that it would either be too simple and easy, or we would need a level designer to make the game engaging.

Once we had finished assigning tasks the meeting concluded at 12:45 with all members happy with their tasks.

Next team meeting arranged for discord, Tuesday 9th October 2018.

**Tasks for the current week:**

**Tom:**

* **‘Management’ prototype: Update world event manager (40m)**

Update the event manager script to handle all events in a centralised script for easy communication between events.

* **‘Management’ prototype: Review code (20m)**

Review the code used within the management game to be optimised.

* **‘Management’ prototype: Prepare theme ideas (1h)**

Come up with theme ideas.

* **‘Management’ prototype: Produce a risk assessment form (1h)**
* Create a document outlining the risks taking this project further could have. Design, technology etc.
* **‘Management’ prototype: Produce a market assessment form (1h)**
* Create a document outlining demographics etc.
* **'Tether' prototype: Improve swing mechanic (30m)**

Improve the script used to handle the swing mechanic to be more reliable.

* **'Tether' prototype: Update physics system (15m)**

Update physics to provide a more realistic experience for the players.

* **'Tether' prototype: Update particle effects (15m)**

Update the particle effects for the sun and stars to increase efficiency.

* **‘Tether’ prototype: Prepare theme ideas (1h)**

Come up with theme ideas.

* **‘Tether’ prototype: Produce a risk assessment form (1h)**

Create a document outlining the risks taking this project further could have. Design, technology etc.

* **‘Tether’ prototype: Produce a market assessment form (1h)**

Create a document outlining demographics etc.

* **Meet up to create presentation (2h)**

Meet up as a group and prepare a presentation for Monday 15th October.

* **Rehearse presentation (2h)**

Meet up as a group to finalise and rehearse the presentation ensuring that all members of the team know their sections.

**Henry:**

* **‘Management’ prototype: Update the movement script to provide more responsive controls (40m)**

Update the movement script to stop the player sliding around the scene once controls are released.

* **‘Management’ prototype: Review code (20m)**

Review the code used within the management game to be optimised.

* **‘Management’ prototype: Prepare theme ideas (1h)**

Come up with theme ideas.

* **‘Management’ prototype: Produce a risk assessment form (1h)**
* Create a document outlining the risks taking this project further could have. Design, technology etc.
* **‘Management’ prototype: Produce a market assessment form (1h)**
* Create a document outlining demographics etc.
* **'Maze' prototype: Update and implement second Xbox controller compatibility (30m)**

Update player controller scripts to allow a second controller to be plugged in and handle events for player two.

* **‘Maze’ prototype: Set up the maze to allow player two to activate pads which open doors to allow player one to advance and vise versa (30m)**

Add activation pads around the maze that are linked to certain doors that block the other players path, once a player steps on a pad the corresponding door opens for the other player.

* **‘Maze’ prototype: Prepare theme ideas (1h)**

Come up with theme ideas.

* **‘Maze’ prototype: Produce a risk assessment form (1h)**

Create a document outlining the risks taking this project further could have. Design, technology etc.

* **‘Maze’ prototype: Produce a market assessment form (1h)**

Create a document outlining demographics etc.

* **Meet up to create presentation (2h)**

Meet up as a group and prepare a presentation for Monday 15th October.

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