**GROUP PROJECT, GROUP 3**

**DATE: 9 October 2018**

**TIME: 12:00 - 14:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Discord, Voice Channel

**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.

**Feedback:**

Dan spoke about how a new team, technology and game idea increases the production time needed, however because we are using Unity3D and we are not a new team the increase of production time only comes from the new idea.

We then went on to discuss the risks our team would face, as we are a team of two programmers our biggest risks are design and art/asset problems and we would need to find a way to mitigate these problems, as a team we explained that we had contacts we would be able to outsource the work load to, however Dan then explained to us the risks of outsourcing members.

Because the game ideas we are going for are all local cooperative Dan explained how this could be a risk as people do not have the time to gather all their friends together to play the game and told us to consider making the game single player, however we feel the game idea in question would lose what it is and become a completely different game.

Dan then explained to us User Stories and T-Shirt task scale briefly.

**Meeting:**

As the meeting on Monday 8th October was cut short as a group we arranged to meet on Discord to continue the meeting and discuss the feedback received from Dan Mayers the biggest risk our team has is the lack of designers, to overcome this we spoke about obtaining some free assets as this will remove the risk of outsourcing and allows us as programmers to put our resources into the functionality of the game.

Once we had go over our feedback from Dan and discussed how to act upon his advice we then went back over the tasks that we had assigned for the sprint on Monday 8th October to make sure that we had covered all the bases after going over the feedback received.

Next team meeting arranged for discord, Thursday 11th 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.

* **Rehearse presentation (2h)**

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

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