**GROUP PROJECT, GROUP 3**

**DATE: 11 October 2018**

**TIME: 13:00 – 16:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** ,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.

**Feedback:**

Rob Kurta gave us feedback about our issues regarding the lack of designers and the struggles we were having with themes and assets. He told us to focus on our specific element and skillsets focusing on the programming side of the module rather than the design side, but not to forget about the design element.

We as a team must work together to find ways to mitigate any risks the team might be faced with. We were advised that acquiring assets whether free or paid is perfectly fine especially if used to mitigate a risk such as we are having with themes and assets. However, this also causes problems as we become locked into a theme that we can acquire assets for.

Overall Rob gave us the go ahead to focus on the gameplay and code of the game rather than the visuals and design, due to being a team comprised of programmers.

**Meeting:**

During the meeting the team carried on speaking about Dan’s feedback about how we might need to outsource a designer and modeler otherwise we will have to spend time learning level design and 3D modelling while we are already on a short schedule.

We then decided to set up a meeting with Rob Kurta to discuss these issues with him and gain some advice (feedback presented above). With this cleared up we moved on to talk about the presentation discussing what we would need to include.

The team then discussed their commitments for the rest of the week, unfortunately both team members are very busy with outside University commitments, both members attending a Stag Do, and commitments to the Design Masterclass module due to this we agreed to set Sunday evening aside to finish off any unfinished tasks.

Next team meeting arranged for discord, Monday 15th 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 vice 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.***