**GROUP PROJECT, GROUP 3**

**DATE: 15 October 2018**

**TIME: 07:45 – 09:55AM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216, Atrium Building

**Minute Taker: Tom Gibbs**

**Remaining aims of the current sprint**

* Finalise addition of each members work into final presentation
* Rehearse complete pitch presentation

**Meeting:**

After finding that both team members in the previous sprint had reduced availability due to occurrences in other modules needing urgent action, as well as outside of uni commitments – the team agreed to allocate Sunday 14 October as the time tasks would be completed, with the sprint end being extended to early morning of Monday 15 October being used to finalise the group presentation and rehearse the group pitch before the tutor presentation session.

All team members arrived at uni by 7:40 am, with work beginning at 7:45.

Team were able to incorporate research and prototype recordings into the group presentation, with formatting of slides having been completed the evening prior.

Team rehearsed the presentation; care being given to the accuracy of the design theory used to influence the choices made so far.

Team reorganised slide order and moved information between slides to achieve a fluid pitch and fair delivery from both group members.

**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.

* **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.***