**GROUP PROJECT, GROUP 3**

**DATE: 15 October 2018**

**TIME: 12:30 – 13:20**

**ATTENDEES** Tom Gibbs, Henry Crofts | Rob Kurta

**LOCATION:** A216, ATRIUM

**Minute Taker: Tom Gibbs**

**Aims of arranging tutor session:**

* Query contents of email received from Rob in previous sprint
* Query apparent contradiction in feedback given after presentation, from same tutor
* Discuss how to improve clarity of project management / Team status
* Clarify preferred methods of project management
* Identify available design resources related to project design
* Identify design theories application to project design

**Meeting (following from Rob’s email):**

Team requested meeting with Rob in response to an email from Rob querying the previous sprints status.

Team clarified in meeting that meeting minutes were being populated, and that they are contained within a ‘Meeting Minutes’ folder at the root of the group Git repository.

Team advised that the meeting minutes which have been uploaded, as well as the discord chat logs show the team discussion and explain the status of the sprint – as well as how the team attempted to reorganise themselves to overcome their reduced availability.

Rob explained that if he had seen this folder, that the meeting minutes would have been able to serve as an explanation and reduce his confusion.

Team also wanted to address the issue Rob raised where tasks had been created with no time logged against them. This was the team’s attempt at implementing ‘User Stories’ as a development tool based on feedback received from Dan at the previous group session. Rob was able to explain the correct way to use ‘User Stories’ and why they are of benefit. The team understands and will use this advice in future.

After clearing all confusion surrounding issues raised in the email, the team requested presentation feedback.

**Feedback from Rob (regarding presentation/project):**

Rob advised that the way in which the team had given the presentation suggested that the team intend to avoid using design principles and focus on programming exclusively.

Team acknowledge that presentation could have been interpreted this way, although this was far from the intention. Team clarified that design principles will be used in detail to design the gameplay experience for the user and that what the team was trying to demonstrate was a plan to mitigate the production of visual assets (as the team lacks experience and efficiency) by acquiring premade assets.

Rob had advised team during previous sprint not to focus their efforts on production of visual assets/theme and that mitigating this risk by finding finished assets to skin the game would mitigate a significant risk in team ability/project schedule.

Team queried Robs feedback following the pitch presentation in which the team were asked “what is the theme”.

Rob advised that initial advice given in previous sprint was correct, but that teams presentation had indicated a disregard for any element of design and Rob was trying to clarify what the team was giving thought to with regards to design.

* For production of a management game, Rob recommended reading **“Casual Game Design – by Gregory Trefery”** (management games chapter).
* Review '**Carcassonne**' game, shares some potential similarities, has scoring systems that both encourage co-operative play but also foster competition. Worth consideration.
* Rob reminded the team to focus on ‘breaking’ the player if that is the aim, develop a game loop which will push them to their limits.
* Rob advised that for our game we investigate “**reward ratios**” and “**reward scheduling**” as this will be crucial in holding player motivation. These define how and why players will play. Simple variants described included ‘**time ratio’** (get reward after time), ‘**Activity Ratio**’ (get reward for completion), ‘**Performant Ratio’** (get reward based on performance).
* Team should research into ‘**Anticipation Bubbles’** as a way to keep players engaged.
* Team should always consider what the player is doing and at every point what the player wants (what is their current/overarching goal)
* Team should never leave player fully satisfied. Player should always want next reward.

Rob also advised that while it can be encouraging to see teams designing monetised aspects of games, this should not be the priority and the focus should be a well-designed, functional product.

After discussing the presentation, the team requested further project management advice.

**Feedback from Rob (regarding project management):**

* To make any adjustments to live sprints immediately clear, each sprint task can be edited. For example, the task itself edited to read as “work agreed and scheduled for Friday”, “allocated work time amended to 1 hour”.
* If the team is aware of any issues with team availability before starting a sprint, the sprint title can be renamed to make deviations from the normal arrangements immediately clear.
* JIRA backlog should be populated with ‘**User Stories**’, not tasks.
* ‘User Stories’ **define expectations** of project features, from the **perspective** of a specified role. Examples:
  + “As a developer I need to make an AI system for the Robber”
  + “As a user I want to be able to personalise my pets inventory”
* ‘User Stories’ should list everything you want to appear in the project.
* If a ‘User Story’ is of significant size it is considered an ‘**Epic’**.
* Backlog of ‘User Stories’ should be reviewed throughout the project and ‘**Combed**’ to bring the most urgent matters to create **minimum viable project** to the top of the backlog.
* When a ‘User Story’ needs to be actioned in the current sprint, it is broken down into quantifiable tasks and these are added to the sprint and assigned to team members. When all tasks from a ‘User Story’ have been completed (over one or multiple sprints) the ‘User Story’ can be removed from the project backlog.
* All ‘User Stories’ and any tasks should always be prioritised/combed by their relevance to creating the minimum viable product.
* Rob explained that instead of creating ‘User Stories’ within a project, a team could create ‘Development plan’ and ‘Project Timeline’ documents, detailing all features and tasks for the duration of the project. This may be preferable to a client as they can be presented with what the final product will contain - rather than ‘User Stories’ which show what the final product ‘should have’, and can be subject to change throughout the project.

Team have arranged to meet with Dave this afternoon at approximately 3pm.