**GROUP PROJECT, GROUP 3**

**DATE: 16 October 2018**

**TIME: 16:00 – 17:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216, ATRIUM

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Team had good communication, team members ensured the other team members were aware of their whereabouts, availability for work and upcoming commitments through dialogue at team meetings, in discord calls and through discord messages.

Once the team learned available time would be reduced, the team reorganized a meeting to prioritize the remaining tasks in case not all would be completed. As Henry was unable to complete all tasks during the sprint, if the team had not reprioritized tasks, it is doubtful the team would have been able to complete the tasks necessary for production of the PowerPoint presentation.

**What went badly**

Despite trying to mitigate the teams limited time availability (caused by an unexpected rescheduling with an exterior contact related to the DMC module), Henry was unable to complete all assigned tasks and presentation rehearsal time was slightly reduced from the initial amount of time allocated at the beginning of the sprint.

This contributed to elements of the pitch presentation not conveying the intended message, as was reflected in the feedback received.

**Feedback received**

*Team organised specific tutor sessions with Rob and Dave, both on 15/10/18. Minutes and detailed feedback from these meetings is contained within the ‘Meeting Minutes’ folder.*

Presentation feedback as accurate. Tutors advised a deeper level of supporting design principles with mechanics being influence by this research was needed – currently team have concepts, not design ideas.

Team needs to explain what is meant by terminology they are using – explain specifically what is meant by ‘amusement’ and ‘fiero’ and how these will be achieved. Team now realises being far too general in their reasoning.

While team have given some thought, more specifics are required regarding player engagement and motivations. Which type of immersion will the players be engaged by, how. What goals will they be constantly in pursuit of, why.

Tutors provided excellent and detailed additional feedback in 1-on-1 sessions, pointing the team in the direction of helpful resources.

Rob also gave team an explanation of user stories – team agree this understanding will have a hugely positive impact on prioritisation throughout the project.

To summarise – team should research into design principles, apply these to the game project.

**How the next sprint can be improved**

Team will focus on tutor feedback – using areas of concern raised to influence how we develop areas of the project. The feedback highlighted the need for the team to revisit design principles, then apply these to the chosen management game idea.

The team is aware of continued reduced availability for the coming sprint, so are able to plan ahead to mitigate interference with task completion – drawing on experience from the previous week can more accurately estimate how much work 2 programmers will be capable of, limit assigned task hours accordingly and deliver realistically negotiated expectations.

Team will spend this sprint researching design principles, the following sprint implementing our findings to improve gameplay design, then populate the user backlog with user stories sufficient to reach the minimum viable product.

**Individual work completed in previous sprint:**

**Tom: (all tasks complete within agreed sprint)**

* All functionality and improvements in ‘Management prototype’
* All functionality and improvements in ‘Tether prototype’
* Theme designs and resources for theme mitigation for ‘Management prototype’
* Theme designs and resources for theme mitigation for ‘Tether prototype’
* Preparation of PowerPoint presentation
* Contribution of own research to PowerPoint presentation
* Rehearsal of PowerPoint presentation
* Code review of ‘Management prototype’ as this was considered more viable than the other prototypes

**Henry: (majority of tasks complete within agreed sprint)**

* All improvements in ‘Maze prototype’
* The designs and resources for the mitigation for ‘Maze prototype’ – task was begun
* Contribution of own research to PowerPoint presentation
* Rehearsal of PowerPoint presentation
* Code review of ‘Management prototype’ as this was considered more viable than the other prototypes

**Overall aims of the current sprint *(Detailed tasks, user stories and time allocations are tracked on JIRA)***

* To research into design principles to address areas of project weakness identified in tutor feedback
  + Use resources specified by tutors and example games referenced by tutors to see these principles in practice, as well as sufficient independent research
* Prepare research documents ready to be used the following sprint to improve the projects gameplay design

**Meeting:**

All team present.

Team met to reflect on first pitch feedback and subsequent advice received from arranged tutor meetings with Rob and Dave.

Feedback from the presentation made it clear the team had conveyed their intentions incorrectly. The team presented and explained each of their three game ideas, highlighting for each idea the areas where potential weakness had been identified and presented how the team would mitigate these risks.

It was the fault of the team for not being able to ensure clarity, but tutors interpreted this as the team giving a presentation on the work they would not do (visual design), rather than what would be produced.

Team have no intention of avoiding gameplay design and will make immediate efforts to provide evidence for design choices and refine existing design mechanics.

Team agree the feedback provided is beneficial and have decided to alter the previously-discussed planned trajectory of the project to accommodate altered sprint goals chosen, to address the shortcomings identified by tutors.

Team agree that once the game project has defined, designed gameloops, reward systems and plotted gameplay experience, the team will use robs explanation of ‘User Stories’ to define features of the minimum viable product in the group JIRA backlog.

Dave advised that he sees our current game ideas as simply ideas, and that each would require more applied design in order to be considered a game design idea.

He asked the team to clarify what is meant by amusement and fiero in this case, and which type of engagement and skill checks the player will be asked to perform.

While the group had completed a market analysis to determine the teams psychographic and demographic, the team are now realising insufficient design work had been done to provide that player group with an engaging experience. Team agree they must research and improve the games design to achieve a satisfactory minimum viable product.

While not a criticism made regarding the team’s presentation, general feedback to other groups was to include either moodboards/sketches/prototype recordings of the game scene being presented as it is introduced. Presentations which did not do this failed to provide much understandable context which worked against the audience’s perception of the pitch idea. Team should ensure this advice is applied to own presentations.

Team agreed that without appropriate design principles supporting the game, the end product will fail to keep players engaged and fall short of the emotions we are hoping to elicit.

To combat this the team has plotted a short-term road map – one sprint of researching design theories applicable to the ‘management game’ design. The following sprint using the research documents produced to redesign and improve the games mechanics and player goals. When these tasks are fulfilled, the project backlog can then be populated with user stories sufficient to yield the minimum viable product of the project.

The teams are aware that a continued reduction in availability is expected to persist for this sprint, due to schedule modifications made to the DMC project timeline necessitated by the client and external contributors, as well as a wedding both team members must help arrange and attend this coming weekend.

The team has agreed to negotiate a reduction in assigned task hours this sprint to give a realistically achievable work load for each member and a reasonable expectation of the work that will be produced for the sprint with less availability overall.

**Team tasks are directly influenced by feedback given this week.**

Tom’s week to type up meeting minutes and populate JIRA sprint.

**Tasks for the current week (reduced total hours as mentioned were negotiated above):**

**Tom (8h 15m):**

* **As suggested by Dave: ‘Read "Hooked - Nir Eyal" and extract relevant information into a research document (2h)**

Dave Pimm recommended team review the book and use the information to inform the design of our project. Findings from reading book to be added to research document.

* **As suggested by Dave: Analyse example game "Raiders of the Lost Islands" and similar examples, extract design choices into a research document. (45m)**

Extract design choices into a research document. Consider balancing mechanics, use of game loops, immersion types, skill checks, player reinforcement, where emotions come from.

* **Analyse further games which implement management mechanics and cognitive immersion, extract design choices into a research document (2h)**

Extract design choices into a research document. Consider balancing mechanics, use of game loops, immersion types, skill checks, player reinforcement, where emotions come from.

* **Research "reward ratio" design in games. Produce a research document to detail findings. (2h)**

Rob suggested the team investigate "reward ratios" and "reward scheduling". The role these play in holding player motivation. How they define why and how players play. How anticipation bubbles can be created.

* **Research "immersion" types used in games. The skillsets these test, how and why they are used. Add findings to research document. (1h 30m)**

Detail types of immersion. Find examples of each, corresponding skills tested. Why they are effective.

**Henry (7h 45m):**

* **As suggested by Rob: ‘Read "Casual Game Design – Gregory Trefery” and extract relevant information into a research document (2h)**
* Rob Kurta recommended team read the chapter "management games” and use the information to inform the design of our project. Findings from reading book to be added to research document.
* **As suggested by Rob: Analyse example board game "Carcassone" and similar examples, extract design choices into a research document. (45m)**

Extract design choices into a research document. Consider balancing mechanics, use of game loops, immersion types, skill checks, player reinforcement, where emotions come from.

* **Analyse further games which implement management mechanics and cognitive immersion, extract design choices into a research document (2h)**

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Detail types of immersion. Find examples of each, corresponding skills tested. Why they are effective.

* **Research into "Heider-Simmel" study of apparent behaviour. Document findings in research document (30m)**

Dave suggested looking into the 'Heider-Simmel' animation study. Study should visualise how emotions and attachment can be associated with simple visuals.

* **Research into "proxemics" and how distances between objects can be suggestive to players. Produce a resulting research document. (30m)**

Dave suggested team explore "proxemics" and look at how the distances of areas/distances between objects can be used  as a method of presenting information to the player.

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