**GROUP PROJECT, GROUP 3**

**DATE: 20 October 2018**

**TIME: 11:00 – 11:45**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** DISCORD, VOICE CALL

**Minute Taker: Tom Gibbs**

**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.

Tom called meeting to discuss how tasks could best be completed.

Tom was able to make a start on assigned tasks before Henry due to having more availability this week. Tom found that starting with ‘analysis of existing games’ was a poor approach, as completing the game design theory research tasks would allow the games to be assessed for more specific elements.

Tom advised Henry that this is how he will complete his tasks and Henry agreed this is the most appropriate approach.

Team then discussed remaining tasks, both agreeing that the total assigned times are still appropriate and both members expect all tasks complete before sprint end.

However, through discussion team found that Toms research into the reward ratios task meant he was explaining his findings to the team. Team had previously thought that both researching the same topic individually would give both team members a deeper understanding, but in reality, by reviewing Tom’s research document the team was able to quickly gain an understanding of relevant points that had been gathered within.

Team decided it was more efficient and duplicate research would be avoided if the tasks were assigned in totality to each member.

Tom will continue research into reward ratios. Tom’s immersion research task will be amended to continue research into reward ratios.

Henry will continue research into immersion methods. Henry’s reward ratio research task will be amended to continue research into immersion methods.

Tom also advised that the chapter of the book “Hooked” that Dave recommended the team read, is not the only relevant chapter and that reading the entirety of the book would be beneficial to the team’s progress.

Tom believes that he can spend more time than originally agreed producing a research document to detail the books relevant information.

Next team meeting scheduled for Monday 22 October – following Rob’s group project session and DMC group meeting.

**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)**

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)**

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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.***