**GROUP PROJECT, GROUP 3**

**DATE: 22 October 2018**

**TIME: 10:00AM – 12:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216, ATRIUM

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

The team communicated well throughout the week especially with both team members having reduced hours available due to out of University commitments with both team members having to attend a wedding and other individual commitments.

Both members of the team were given tasks to research into design theory research to help with the development of the chosen management game using reading materials provided by Rob Kurta and Dave Pimm. Even with the reduced available time we were both able to learn a lot to put into practice.

**What went badly**

Due to having reduced available time although a lot of work was still able to be produced we feel that we might be falling slightly behind our original timeline. Although we should be able to regain this time when moving onto development of the product as we have gained more knowledge of design we shouldn’t have to code sections of the game for them to be stripped out.

**Feedback received**

The team received feedback about the previous sprint and our research tasks, with Rob going over the Hooked model, affordances, and variable rewards all is explained within the meeting minutes, at the end of the meeting Rob suggested that we read a book called Smart Depth by Eric Surnonen. Dan went over the teams use of JIRA and user stories and asked us to send a risk assessment and design document to him.

**How the next sprint can be improved**

During the next sprint the team will focus on applying the design theory we researched in the previous sprint to improve the current concept of the game focusing on implementing the correct reward ratios, keeping the play immersed and invested in the game. This will all be done by paper prototyping and using white boards. This is so we can work out how all the different elements will fit together and not waste time and resources coding a prototype before we fully understand the direction the game will be taking.

The team will use this sprint to start applying the design theories we have researched, booking meetings with Rob, Dave and Chris to ensure our design is correct and we are scoping the project appropriately with the time available.

**Individual work completed in previous sprint:**

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

* Analyse further games which implement management mechanics and cognitive immersion, extract design choices into a research document.
  + **2 Hours Estimated - 2 Hours Logged.**
* As suggested by Dave: Analyse example game "Raiders of the Lost Islands" and similar examples, extract design choices into a research document.
  + **45 Minutes Estimated - 45 Minutes Logged.**
* As suggested by Dave: Read "Hooked - Nir Eyal" and extract relevant information into a research document.
  + **2 Hours Estimated - 3 Hours Logged.**
* TASK AMENDED: Research "reward ratio" design in games. Produce a research document to detail findings.
  + **1 Hour 30 Minutes Estimated - 1 Hour 30 Minutes Logged.**
* Research "reward ratio" design in games. Produce a research document to detail findings.
  + **2 Hours Estimated – 2 Hours 15 Minutes Logged**

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

* Research "immersion types" used in games. The skillsets these test, how and why these are used. Add findings to research document.
  + **2 Hours Estimated – 2 Hours Logged.**
* Analyse further games which implement management mechanics and cognitive immersion, extract design choices into a research document.
  + **2 Hours Estimated – 2 Hours Logged.**
* TASK AMENDED: Research "immersion" types used in games. The skillsets these test, how and why they are used. Add findings to research document.
  + **1 Hour 30 Minutes Estimated – 1 Hour 30 Minutes Logged.**
* Research into "proxemics" and how distances between objects can be suggestive to players. Produce a resulting research document.
  + **30 Minutes Estimated – 30 Minutes Logged.**
* As suggested by Rob: Analyse example game "Carcassonne board game" and similar examples, extract design choices into a research document.
  + **45 Minutes Estimated – 45 Minutes Logged.**
* Research into "Heider-Simmel" study of apparent behaviour. Document findings in research document.
  + **30 Minutes Estimated – 30 Minutes Logged.**
* As suggested by Rob: Read "Casual Game Design - Gregory Trefry" and extract relevant information into a research document.
  + **30 Minutes Estimated – 45 minutes Logged.**

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

* To apply design theory principles to the Management Game.
* Spend time in labs together to improve team efficiency.
* Book meetings with Rob Kurta, Dave Pimm, and Chris Janes.

**Meeting:**

All team present.

The team first met up with Rob Kurta to discuss the direction the game was taking now that we had completed our design theory research tasks in the previous sprints. We started by talking through the *“Hooked”* model opening with what triggers the team could use to initially engage the player by using *external* triggers, this led on to the action part of the model where it was made apparent it is imperative that in our type of game that the controls and actions are as simple and intuitive as possible, especially at the start, as if the game is too confusing or hard at the beginning then most players will put the game down and move on.

We then spoke about what variable rewards would be available to the player and how they would achieve them, would they need to tap something at a *fixed* or *variable* time to complete an action, for example press an action button on the sail at the correct time how would this reward the player? Or would the player have to press an action button at a *fixed* or *variable* speed, again how would this reward the player? Once the player receives a reward what can they do with it? Will they be able to use that reward to do something that within itself has an uncertain outcome? This will then cause the player to become invested in the game and start going through the loop again and again, but this time with an internal trigger.

After talking about the hooked model Rob then went on to explain the importance of affordances in games and allow the game to explain itself without the need for lengthy text boxes. We also need to keep up with researching different design theories and delving deeper into the theories we have spent the last week researching. Rob explained that we should spend this next week finding out what we will need to require for a minimum viable product (MVP)

Once we have paper prototyped we will need to start going through iterations taking out areas that don’t work and adding in parts that will improve the gameplay, without going out of the scope of the project.

We then had a meeting with Dan Mayers who spoke to us about the management and JIRA side of the project. Dan expressed the importance of recording the correct times taken on tasks as this helps to estimate how long tasks will take in the future and predict how a sprint will go and what tasks will be completed. He also explained that we should create a design document towards the start of the project that outlines the direction the project will take and what is required to provide an MVP.

Although a design document is important because they are static and don’t change if the project needs to take a turn or a new feature needs to be added a whole new document will need to be created. Because of this the rest of the project can be directed using JIRA. The backlog can be used to update how the project will look with the use of *User Stories*. By using *User Stories,* the project leader can start to figure out what features are needed and what isn’t needed, if the project leader cannot justify the *User Story* then there is a good chance it is not needed, especially for the MVP.

With the backlog the team can move *User Stories* around as the project takes shape to ensure that the MVP is met on time by moving tasks up and down the backlog in order of priority.

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

**Tasks for the current week:**

**Tom (12 Hours):**

* **As suggested by Dan spend time in the labs as a team in a game jam setting to increase team efficiency (8h)**

Dan Mayers agreed that we would benefit from spending time together in the labs to work together in a game jam / studio environment especially during the design phase.

* **Look into *“Guns of Icarus”* and see if there is any design choices that could be helpful to our game (45m)**

Extract design choices from a game called *“Guns of Icarus”* and pull out any design choices and balancing they do that could help with the progress of our game.

* **Meet with Rob Kurta (45m)**

Meet with Rob to discuss some of the design choices we have made in the game from the theory we have researched.

* **Meet with Dave Pimm (1h)**

Meet with Dave to discuss some of the design choices we have made in the game from the theory we have researched.

* **Meet with Chris Janes (30m)**

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

* **Write a Design Document (1h)**

Write a brief design document outlining the direction the project will take to send to Dan Mayers

**Henry (12 Hours):**

* **As suggested by Dan spend time in the labs as a team in a game jam setting to increase team efficiency (8h)**

Dan Mayers agreed that we would benefit from spending time together in the labs to work together in a game jam / studio environment especially during the design phase.

* **Look into *“Pixel Piracy”* and see if there is any design choices that could be helpful to our game (45m)**

Extract design choices from a game called *“Pixel Piracy”* and pull out any design choices and balancing they do that could help with the progress of our game.

* **Meet with Rob Kurta (45m)**

Meet with Rob to discuss some of the design choices we have made in the game from the theory we have researched.

* **Meet with Dave Pimm (1h)**

Meet with Dave to discuss some of the design choices we have made in the game from the theory we have researched.

* **Meet with Chris Janes (30m)**

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

* **Write a Risk Assessment Document (1h)**

Write a risk assessment showing the risks involved with the project and how the team aims to mitigate them and send to Dan Mayers

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