**GROUP PROJECT, GROUP 3**

**DATE: 24 October 2018**

**TIME: 12:00PM – 12:30PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Common Room, Atrium Building

**Minute Taker: Henry Crofts**

**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.

Today the team met with Rob Kurta to discuss some problems we were having with the resources in the game, specifically the player falling into a *“Deadlock”* where they might have spent all their resources and not be able to progress any further within the game. To overcome this issue Rob gave the team some ideas such as;

* **Using Ratios** 
  + This can resolve the problem of falling into deadlock where all resources are able to pay for everything but at an increased rate for example 2:1. So instead of the player only being able to repair a part of the ship for 20 wood, they can now use 40 metal if the wood is not available.
* **Give the player more resources**
  + Another solution provided to us was to continuously give the player resources when the have ran out, constantly replenishing the supply but at a very slow rate so eventually they would have enough wood.

Because this was starting to turn the game into a resource management game, alongside already being a time and attention management game Rob suggested we start to research into Game Currency to help us design;

* **What does all currency do within the game?**
  + What does wood do?
    - Repair?
    - Upgrade?
  + What does metal do?
    - Repaid
    - Upgrade?
  + What does rum do?
    - Decrease spawn time?
    - Become another mechanic for each individual player manage keeping within a Min and Max range else the controls become sloppy for the player.
  + What does gold do?
    - Used to purchase resources?
  + What does Oranges do?
    - Used to reduce the risk of scurvy and player controls?

Using resources in the game will give the player an aspect of *“Risk and Reward”* where the player will risk all their resources to be rewarded with an upgrade, however they could leave themselves with less than the required amount of resources needed to successfully complete the level. However, if this is not balanced then the player will find themselves in a *“deadlock”* which could potentially cause them to get bored of the game and stop playing.

Rob then started to talk about *“pacing”* in the game, referring to how *“Plants Vs. Zombies”* handles the pacing, giving the player content then allowing them a break where they select which plants to use, go grab a drink etc. As a team we think we handle this with the map screen that shows the player “travelling” between the levels and also gives the player time to upgrade and repair their ship. Rob then stated that the use of “Minigames” is a good way to break up the flow of the game, stopping players from getting bored constantly doing the same thing over and over, however, Rob stated that this must fit in with the game and use assets already created for the game as players will start to get confused as to why they are now playing two separate games. This is a stretch goal or to be completed if the game development is continued after the module as we are to produce a small polished game.

Although Rob has sent us some reading materials into game currency as a team we have decided for now that the resource management part should be put on hold for a couple weeks while we start to develop a feature complete minimum viable product (MVP) while still using resources for upgrades and purchases within the level the team will not have to worry about their resources. We do feel like this is something we will implement later on in the project and will take time out to start designing this feature and testing different techniques to avoid deadlock, we just feel at this stage we should focus on making our MVP and balancing the game.

The tasks to perform some extra reading have been amended to give the team more time to complete the design document and risk assessment forms that Dan Mayers asked for because as a team we did not feel like 1 hour was enough time to fully assess our game. These tasks will be completed in the labs together.

Next team meeting scheduled for Tuesday 25rd October with Chris Janes at 14:30PM

**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.

* **TASK AMMENDED: Continue to Create a Design Document (1h)**

Continue writing the design document to send to Dan Mayers

* **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 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.

* **TASK AMMENDED: Continue Creating a Risk Assessment Document(1h)**
* Continue writing the design document to send to Dan Mayers
* **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

**Amended Tasks:**

**Tom:**

* **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.

* **TASK AMENDED: Extract relevant information from 'The Art of Game Design' by Jesse Schell**

Read through ‘The Art of Game Design’ and find any relevant information to our game and bring along to the next team meeting.

**Henry:**

* **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.

**TASK AMENDED: Read 'Smart Depth' as suggested by Rob Kurta**

Read through the ‘Smart Depth’ article and find any relevant information to our game and bring along to the next team meeting.

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