**GROUP PROJECT, GROUP 3**

**DATE: 25 October 2018**

**TIME: 14:30PM – 15:30PM**

**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.

The team arranged to meet with Chris in the common room at 14:30 since we have been spending a lot of time on the design of the game we had previously spoke to Rob Kurta to make sure we were not overscoping that aspect of the game, so before we went into development we wanted to check with Chris Janes that we had not make something that was unobtainable for two programmers to complete. Chris was happy with the scope of the game but some of the feedback that he had given us was;

* **Unity Plug-In for saving**
  + We were advised that there are many different plug-ins for Unity3D that are available on the asset store to help us handle the saving aspect of the game as well as the Unity built-in *“Player Prefs”* this would allow us to focus on the features of the game the players will experience rather than get bogged down with making a complete saving function that may stop the Minimum Viable Product (MVP) from being completed in time.
* **Unity Plug-In for Persistent Damage**
  + As one of the features we had for the game was damage that would persist through the levels until the player paid resources to fix said damage, although Chris mentioned about a saving plug-in that would handle saving and loading the project as a whole, this plug-in would save the information about the player’s ship into a file that Unity could then read at the start of each level and remember where any “holes” or other persistent damage was present.
* **Interface Classes**
  + Chris started out by talking about how we could effectively code all the hazards and actions within the game, after a brief discussion we then went on to discuss Interface Classes and how there could be a Hazard Interface and an Actionable Interface which would allow us to add in more hazards and actions that would just inherit from the interface and with a few minor specification tweaks would be ready to function within the game, almost in a drag and drop sense.
* **Overscoping**
  + As described above we spoke to Rob Kurta about overscoping and wanted to check with Chris we were not overscoping, he did not believe that we were especially if we start out implementing interfaces. Once the interfaces are complete if we take the game step by step we should have a working prototype within a few weeks that we could start to playtest and balance.
* **Starting Point**
  + This is slightly covered with the overscoping section where Chris adviced that we start out by just testing one action with the interface, once we can get this working every new addition aslong as we think about it logically would be fairly easy to implement in a step-by-step manner.

Next team meeting scheduled for Monday 29th October with Rob at 10:00AM and with Dave at 14:45PM.

**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.***