**GROUP PROJECT, GROUP 3**

**DATE: 29 October 2018**

**TIME: 14:45 – 15:45**

**ATTENDEES** Tom Gibbs, Henry Crofts | Dave Pimm

**LOCATION:** A216, ATRIUM

**Minute Taker: Tom Gibbs**

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

* Define demographic, with cited statistics
* From demographic, define psychographic
* Review scope of project
* Amend and reformat design document
* Amend and reformat risk assessment
* Continue to attend studio jam sessions for team efficiency and clarity
* Book tutor meetings to review progress and project design
* Populate JIRA with backlog of User Stories to achieve MVP
* Edit model/produce models of game elements which are essential for main game mechanics

**Meeting:**

All team present.

Team requested meeting with Dave to confirm team had applied design theories appropriately (primarily reward ratios), clarify any concerns Dave is able to identify and Dave’s opinion regarding scope of the project.

Team explained to Dave that in efforts to apply all design theories researched, team believed they had extended the project beyond an amount 2 people are able to achieve with the time restrictions of the course.

Team used screen mock-ups in design document to help with description of level. Dave advised he believes if well-polished, the game loop should achieve the player responses of panic, stress and humour.

* Team explained they have used the lessons learnt from “Nir Eyal – Hooked” to implement varied rewards into the game, which would be used to effect player progression, add smart depth by offering strategic choices and also further player investment with cosmetic and personalisation choices.
  + Dave queried how the progression element of this would work. Dave advised that if game will contain an economy, where players earn currency as rewards which are used to purchase unlocks which allow access to later game areas, a formula must be defined and spreadsheets created which define the range of reward a player may receive at any point in the game.

e.g. spreadsheet should specify how much resource a ‘level 50’ player will receive from completion of ‘an activity’ and how much of this resource a ‘level 50’ player will need in order to unlock their next immediate unlock.

* + Team acknowledge this would be a vital development reference if an economy is used.
* Team went on to explain that in the first week of the sprint the team had defined project limitation to ensure that the scope of the project is appropriate for a small team of the same discipline.
  + Dave reviewed the game design and scope of the current game design and helped the team consider the game in terms of the initial project limitations (finite area, replay able mechanics, limited visual assets).
  + Dave pointed out that the games main loop was designed within these constraints, and that the team could remove much of the further implemented designs, while retaining some of the theory and applying the same reward scheduling approaches to a repeatable level. Dave gave Raiders of the Lost Islands as an example of a game which does this.
  + Team feel much more confident in their ability to produce this project. Team agree with Dave this is a far better goal and will instead look to design a ’10 minute experience people want to come back to and replay’
* Team raised concerns that variable quality rewards would not fit within a game where there is no progression.
  + Dave used example of ‘Raiders of the Lost Islands’ again, to describe how people will return to the game repeatedly, and cosmetic rewards and unlocks can be given to the player to make them invest in the game prompt them to return for more.
  + While variable quality rewards would not fit into the redesign, the teams ideas for fixed schedule rewards, performance based rewards, staged-rewards and pool (chance) rewards would still be applicable.
* Dave advised team to focus on player cosmetic customisation, providing players with a number of options to apply to their player
* Dave advised the team to research into “casual connect – player life cycle”, specifically ‘end game’ vs ‘elder game’
* Dave advised team research the work of “Vili Lehdonvirta”. Reviewing his GDC contributions regarding types of rewards.

**Tasks for the current week:**

**Tom (13h):**

* **As suggested by Dan spend time in the labs as a team in a game jam setting to increase team efficiency (6h)**

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.

Team will use this time to respond to Dave’s feedback, redefining the project scope and making sure design choices are still appropriate.

* **Amendment of the Design Document - to be completed as team (1h)**

Team must edit the design document as per the recent design updates to ensure mutual understanding and clarity to shareholders.

* **Define Demographic - to be completed as team (1h)**

Team must provide evidence supporting the design’s established target market. Upload word document to group repository.

* **Define Psychographic - to be completed as team (1h 30m)**

Team must produce an example member from the target demographic to aide and inform in the future design choices of the projects future. Upload word document to group repository.

* **Ship model must be edited as per the design document to allow suitable area for player interaction (2h)**

Edit low poly shit model allowing for player movement on the deck, with restricted and raised pathways as drafted in meetings and detailed in the design document. Upload model to group repository.

* **Bucket model must be produced as per the needs of the design document to allow for player interaction (30m)**

Produce low poly bucket model, suitable for receiving material colour in Unity. Upload model to group repository.

* **Mop model must be produced as per the needs of the design document to allow for player interaction (20m)**

Produce low poly mop model, suitable for receiving material colour in Unity. Upload model to group repository.

* **Torch model must be produced as per the needs of the design document to allow for player interaction (20m)**

Produce low poly torch model, suitable for receiving material colour in Unity. Upload model to group repository.

* **Barrel model must be produced as per the needs of the design document to allow for player interaction (20m)**

Produce low poly barrel model, suitable for receiving material colour in Unity. Upload model to group repository.

**Henry (13h 30m Hours):**

* **As suggested by Dan spend time in the labs as a team in a game jam setting to increase team efficiency (6h)**

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.

Team will use this time to respond to Dave’s feedback, redefining the project scope and making sure design choices are still appropriate.

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Team must provide evidence supporting the design’s established target market. Upload word document to group repository.

* **Define Psychographic - to be completed as team (1h 30m)**

Team must produce an example member from the target demographic to aide and inform in the future design choices of the projects future. Upload word document to group repository.

* **Complete production of Risk Assessment (2h)**

Continue assessment of project risks, upload word document to group repository.

* **As per Dan Mayers feedback, reformat Risk Assessment into Excel spreadsheet (2h)**

Import Risk assessment into Excel document as per Dan’s feedback, to detail risk impact and allow for future revisions. Upload Excel document to group repository.

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