**GROUP PROJECT, GROUP 3**

**DATE: 30 October 2018**

**TIME: 14:00 – 17:30**

**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. Studio jam started on Mon 29/10/18 was continued.

Using the discussion from yesterday’s meeting, the team decided on the removal of content from the project scope.

Team confirmed yesterday’s discussion confirmed the optimal result: game will be reduced to a re-playable ’10-minute-experience’.

* Game ‘progression’ damage will be removed from level. Only damage taken by the ship in a given round will persist for that round.
* Profile resources and associated economy removed from scope.
* Player upgrades removed from scope of project. Player’s motivation will no longer include pursuit of upgrades to allow access to later levels.
* Game scope limited to a single level, inclusive of all mechanics. Map scene/level select/multiple levels/mechanic progression over stages is removed from scope.
* Rewards schedules in revised design:
  + Fixed ratio schedule: player earns rewards at round end
  + Variable ratio schedule: rewards are given after a random number of actions
    - Challenges during level (small scale tasks, modify end of level reward quality)
    - Objective during level (medium scale tasks, reward player with random reward)
    - Quest objectives, large scale objectives which will require multiple level plays to complete (completion of stages will reward player with subsequent quest step and depending of quest step, also a random reward).
* Rewards in revised design:
  + Cosmetic customisation options for player characters and ships.
  + Cosmetic options will not have stat attributes, but will have rarity tiers.
* Team reviewed UI and placement of objects within level.
  + Ship hold will be moved in front of the ship mast to remove obstructed view.
  + Deck usable items will be moved to the bow of the ship, on raised walkway.
* Tutorial level revised to a staggered introduction to all mechanics within the single level.
  + This will be played on users first playthrough. If not the hosts first playthrough, game will default to ‘normal’ play where mechanics will not be taught to the player.
  + Tutorial level will be selectable from the main menu in case host wishes to refresh their knowledge or they have guests who are new to the game.

All of these changes will be detailed in the revised design document as part of both team members tasks to produce a revised document (design document version 2).

Team looked ahead to next sprint, anticipating commencing work on a Unity prototype now time has been dedicated to the design process.

Team filled backlog with User Stories necessary to achieve the MVP. Team will add/take from the backlog as per the requirements of the project. Backlog User Stories will be combed at the start of each sprint to clarify those of highest priority, where they will broken down into specific tasks and task times negotiated for team members (as per Rob’s previous advice).

Team discussed how programming work would be shared between the team in upcoming sprints. Both members agree that holding studio jam sessions will continue to be hugely beneficial to the team’s level and quality of work.

Team will use a portion of first sprint meeting (however long is required) to allocate programming tasks, plan structure of scripts as a team, decide how scripts can be produced to interact with subsequent scripts and discuss work and discuss outcomes of all previous work.

Any tasks of sufficient difficulty will be worked through as a team. A minimum of half of all sprint tasks will be completed within a studio jam(s). If team members availability allows, ideally all tasks will be completed within studio jams.

Team is aware next group presentation is scheduled for 12 November. Rob has advised it will be appropriate for team to present mock-ups of game stages in place of a prototype at this presentation.

Team will begin contribution toward PowerPoint presentation during the next sprint.

Team will add ‘editing of the ship model’ as a task to this week’s sprint. This will aide in the production of screen mock-ups for the presentation of the 12/11 and help give context to the teams explanation.

Team spent 30 minutes over the allocated studio jam task time making the games design revisions.

Team called an end to the ‘studio jam’, though stayed together to begin work on the ‘design document’ task as a team. Team began updating the project design document to be reflective of the updated design.

Team members had to leave due to time, agreed that as it was clear that both members shared an understanding of the design, Henry will finish editing the document Tom initially created – Tom will review the document once Henry’s task is complete and give feedback.

Outstanding team task, to complete demographic evidence, arranged for Thursday 1/1/18 @ 13:00 (as this is a task no meeting minutes will be uploaded. Completed research document will be uploaded to the group repository on completion of the task).

**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.

* **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. Upload word document to group repository.

* **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.

* **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.***