**GROUP PROJECT, GROUP 3**

**DATE: 5th November 2018**

**TIME: 11:00 – 12:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216, 214 ATRIUM

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

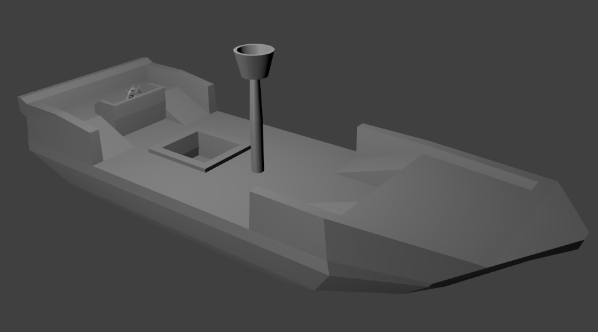
Tasks were completed with good time and a new model that was not originally intended to be produced was created to a high quality of standard by Tom due to the ship from Kenny’s Assets not being as modular as we initially thought. Communication was good, with constant updated from both members and Tom keeping Henry up-to-date with the progress of the ship model and interactable objects.

The team continued to work in a studio jam environment completing tasks together and ensuring the project was still on the correct course and making sure that both members fully understood each aspect of the game, demographics and psychographics.

We received feedback from Dave Pimm about the scope of the project we were undertaking who helped us realign our goals with our work schedule, cutting parts of the game from the Minimum Viable Product (MVP) such as the ship upgrade progression system, turning the game into more of a learn-practice-master loop.

Due to working in a studio environment, the team did work slightly over the arranged 12 hours of work, by an hour or two, however work rate was much higher than when team have worked separately from home.

**What went badly**

Unfortunately as a team we had relied heavily on using the ship and other models from the Kenny’s Asset Pack, however when the task came around for Tom to adjust the model to fit more with our game, it was not as modular to edit and used textures rather than a material as was advertised on the pack description, this caused Tom to have a few hours wasted as he tried to edit the model that was then not used. However, he was able to use the ship as a reference to create our own ship, which caused him to spend more time than was allocated to the task.

**Feedback received**

Rob via sprint review email: Rob mentioned our Risk Assessment documents and reminded us that we will need to keep updating them as the project progresses to make sure they do not become “dead documents” and that they will help with keeping the project alive and mitigating any risks that appear.

Rob’s group project session: The session with Rob started with the group talking about the psychographic they had created about Terry Goldhorn (document can be found on GitHub in UoSGroupProjects1819 / game – project – group – 3 / Development Plans, [here](https://github.com/UoSGroupProjects1819/game-project-group-3/tree/master/Development%20plans)).

Rob discussed how important it is for the team to “buy into” any psychographics we create making sure we go into every aspect of their life, for example with Terry as an athletic person who aspires to be a personal trainer;

* Does he drink protein shakes?
* What kind of sports kit does he wear? Where does he buy it?
* What aftershave does he use?
* How does he act in certain situations?

These are all questions we need to ask about Terry and continue to develop and grow him and any other psychographics we come up with throughout the project.

Rob then explained that we need to view the game and our psychographics in a symbolic point of view, and merge them together, bring the psychographics into the room, make sure we are still developing and designing the game for them, forming design choices based on his likes and dislikes rather than just adding and removing mechanics / design choices with no real goal in mind.

Rob cleared up some questions we had about the demographic especially the point about education, to which Rob explained this is to make your market more niche, such as are we targeting University students, school leavers, etc.

We then started to discuss the presentation, explaining that we will be showing mock-ups of the game, showing what the player will be doing at X seconds and X minutes into the game, Rob then explained the Do-Show-Tell model, where;

* **Do –** Allow the player to physically attempt something.
* **Show –** If you are unable to allow the player to **do**the intended action then **show** them.
* **Tell –** When a situation arises that you are unable to **show** the player or allow them to **do** it themselves then you will have to **tell** them what to do, however, this is the worst method and must be avoided as much as possible.

This can then be applied to the presentation, we are unable to allow the Tutors to actually play the game, however we can **show** them what to do during each section of the game with either a video or screenshots / mock-ups, because they will not be able to fully understand if we just tell them and they might interpret the game incorrectly.

We should also be using the psychographic during the presentation to show the tutors how we have backed up some design choices, for example;

* Because Terry is a personal trainer, he likes to set goals and track his progression, because of this we have implemented a star collection system where Terry can see how many stars he has collected against his total for example, 10/30 stars collected.

After speaking about the presentation, as a group we explained some of the changes that had been made due to the feedback we received from Dave Pimm, and how we are now running a “*Learn-Practice-Master“* loop to handle player progression, with player’s becoming better at the game and able to progress further into the game.

Dan’s group project session: Dan was very pleased with how the group was working each week, noticing how effectively we are working using the studio style jams to increase work productivity and completing all tasks within the sprint. Dan then went on to explain how a JIRA sprint is dependent on commitment as a group explaining that the team must work as a single unit to complete all tasks, all members must show dedication to the project and manage their time correctly to allow for all work to be completed on time, if a member of the team completes all their tasks before the sprint is over then they should pick up other tasks that are available to ensure that the sprint is still completed on time.

Members of a team should also discuss what has happened over the previous weeks sprint / daily, explaining what they have completed, what they are working on and what blocker tasks are preventing them from continuing work.

**How the next sprint can be improved**

Review models before tasks are assigned to ensure the correct time has been allocated.

Continue to use tutor feedback to help form sprint tasks.

**Individual work completed in previous sprint:**

**Tom:**

* Ship model must be edited as per the design document to allow suitable area for player interaction
  + **2h Estimated – 2h 30m Logged**
* Barrel model must be produced as per the needs of the design document to allow for player interaction
  + **20m Estimated – 10m Logged**
* Mop model must be produced as per the needs of the design document to allow for player interaction
  + **20m Estimated – 10m Logged**
* Torch model must be produced as per the needs of the design document to allow for player interaction
  + **20m Estimated – 10m Logged**
* Bucket model must be produced as per the needs of the design document to allow for player interaction
  + **30m Estimated – 25m Logged**
* AMENDED: review amendments to Design Document
  + **1h Estimated – 1h Logged**
* Define Demographic - to be completed as team
  + **1h Estimated – 1h 15m Logged**
* Define Psychographic - to be completed as team
  + **1h 30m Estimated – 1h 45m Logged**
* As suggested by Dan, spend time in the labs as a team in a game jam setting to increase team efficiency
  + **6h Estimated – 6h 45m Logged**
* **Total estimated time: 13h - Total time logged: 14h 10m**

**Henry:**

* As per Dan Mayers feedback, reformat Risk Assessment into Excel spreadsheet
  + **2h Estimated – 2h Logged**
* Complete production of Risk Assessment
  + **2h Estimated – 1h 40m Logged**
* Define Demographic - to be completed as team
  + **1h Estimated – 1h 15m Logged**
* AMENDED: Amendment of the Design Document
  + **1h Estimated – 1h 30m Logged**
* As suggested by Dan spend time in the labs as a team in a game jam setting to increase team efficiency
  + **6h Estimated – 6h 45m Logged**
* Define Psychographic - to be completed as team
  + **1h 30m Estimated – 1h 45m Logged**
* **Total estimated time: 13h 30m - Total time logged: 14h 55m**

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

* Create Slides for PowerPoint
* Create Screen Mock Ups for PowerPoint
* Collect Design Ideas and Theories ready for PowerPoint
* Rehearse PowerPoint.
* Continue working in a Studio Environment

**Meeting:**

All team present.

Team met briefly to discuss about the feedback they received from Rob and Dan and how that can be taken to inform the tasks to be assign for Sprint 7. As a team we then rearranged the backlog moving the highest priority to the top and moving down.

The team then started to discuss the tasks that will need to be completed in the following sprint and their availability. Due to the Final Project proposal deadline being on Friday 9th November the team decided to cut their hours down slightly and focus on creating the presentation for the start of the next sprint on Monday 12th November.

Team have agreed to cut their hours down to 7 hours each for a group total of 14 hours.

**Henry is responsible for meeting minutes and population of JIRA tasks this sprint.**

**Tasks for the current week:**

**Tom (7 Hours):**

* **Produce Screen Mock Up to Show the Level Start (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing what the beginning of the tutorial level will look like.

* **Produce Screen Mock Up to Show the Cargo Hold “Animating” for Cannonball (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cargo hold in an animation state to encourage the player to move there.

* **Produce Screen Mock Up to Show the UI Overlay on the Cargo Hold for the Cannonball (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the UI overlay instructing the player to select the correct button to grab a cannonball from the cargo hold.

* **Produce Screen Mock Up to Show the Cannon Throbbing (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon “throbbing” to encourage the players to take the cannonball and load it into the cannon.

* **Produce Screen Mock Up to Show the Cargo Hold “Animating” for Gunpowder (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing a different animation for the cargo hold in an animation state to encourage the player to move there.

* **Produce Screen Mock Up to Show the UI Overlay on the Cargo Hold for the Gunpowder (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the UI overlay instructing the player to select the correct button to grab the gunpowder from the cargo hold.

* **Produce Screen Mock Up to Show the Cannon Throbbing (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon “throbbing” to encourage the players to take the gunpowder and load it into the cannon.

* **Produce Screen Mock Up to Show the Cannon Fully loaded (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon in a fully loaded state.

* **Produce Screen Mock Up to Show the Crow’s Nest Callouts (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the Crow’s Nest performing a call out.

* **Produce Screen Mock Up to Show the Enemy Flag on Side of Screen (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the enemy flag on the side of the screen showing the enemies current location.

* **Produce Screen Mock Up to Show the Cannon Firing(15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon firing upon the enemy and debris floating around the ship.

* **Rehearse for Presentation (2h)**

To be completed in a studio jam environment on Wednesday 7th November – Rehearse for the presentation on Monday 12th November.

* **Produce slide for PowerPoint on Reward Ratios (30m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide for the reward ratio section of the project.

* **Produce slide for PowerPoint to Show the Game at 5 Seconds (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 5 Seconds.

* **Produce slide for PowerPoint to Show the Game at 20 Seconds (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 20 Seconds.

* **Produce slide for PowerPoint to Show the Game at 40 Seconds (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 40 Seconds.

* **Produce slide for PowerPoint to Show the Game at 1 Minute (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 1 Minute.

* **Produce slide for PowerPoint to Show the Game at 2 Minutes (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 2 Minutes.

* **Produce slide for PowerPoint to Show the Game at 5 Minutes (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the state of the game at 5 Minutes.

* **Combine all slides together for the PowerPoint (1h)**

To be completed in a studio jam environment on Wednesday 7th November – Work on combining all the slides together and rearranging as necessary during the rehearsal.

**Henry (7 Hours):**

* **Produce Screen Mock Up to Show the Level Start (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing what the beginning of the tutorial level will look like.

* **Produce Screen Mock Up to Show the Cargo Hold “Animating” for Cannonball (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cargo hold in an animation state to encourage the player to move there.

* **Produce Screen Mock Up to Show the UI Overlay on the Cargo Hold for the Cannonball (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the UI overlay instructing the player to select the correct button to grab a cannonball from the cargo hold.

* **Produce Screen Mock Up to Show the Cannon Throbbing (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon “throbbing” to encourage the players to take the cannonball and load it into the cannon.

* **Produce Screen Mock Up to Show the Cargo Hold “Animating” for Gunpowder (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing a different animation for the cargo hold in an animation state to encourage the player to move there.

* **Produce Screen Mock Up to Show the UI Overlay on the Cargo Hold for the Gunpowder (15m)**
* To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the UI overlay instructing the player to select the correct button to grab the gunpowder from the cargo hold.
* **Produce Screen Mock Up to Show the Cannon Throbbing (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon “throbbing” to encourage the players to take the gunpowder and load it into the cannon.

* **Produce Screen Mock Up to Show the Cannon Fully loaded (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon in a fully loaded state.

* **Produce Screen Mock Up to Show the Crow’s Nest Callouts (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the Crow’s Nest performing a call out.

* **Produce Screen Mock Up to Show the Enemy Flag on Side of Screen (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the enemy flag on the side of the screen showing the enemies current location.

* **Produce Screen Mock Up to Show the Cannon Firing(15m)**

To be completed in a studio jam environment on Wednesday 7th November – Produce a screenshot showing the cannon firing upon the enemy and debris floating around the ship.

* **Rehearse for Presentation (2h)**

To be completed in a studio jam environment on Wednesday 7th November – Rehearse for the presentation on Monday 12th November.

* **Produce foundation for the PowerPoint (30m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide for the reward ratio section of the project.

* **Produce slide for PowerPoint to Show the Mock Up for Fetch Cannonball and the Cargo Hold UI Overlay (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will show the player to get the cannonball from the cargo hold.

* **Produce slide for PowerPoint to Show the Mock Up for the Load Cannonball tutorial (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will show the player to load the canons.

* **Produce slide for PowerPoint to Show the Mock Up of Fetch Gunpowder and the Cargo Hold UI Overlay (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will show the player to get the gunpowder from the cargo hold.

* **Produce slide for PowerPoint to Show the Mock Up of the fully loaded cannon (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will inform the player the cannon is fully loaded.

* **Produce slide for PowerPoint to Show the Mock Up of the Crow’s Nest Call Outs (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will use the crow’s nest call outs.

* **Produce slide for PowerPoint to Show the Mock Up of the Cannon Fired Stage (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show how the game will inform the player the cannon has been fired and damaged the enemy ship.

* **Combine all slides together for the PowerPoint**

To be completed in a studio jam environment on Wednesday 7th November – Work on combining all the slides together and rearranging as necessary during the rehearsal.

* **Produce slide for PowerPoint to Show the Flow Chart of the Game (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show the flow that the players will get into while playing the game.

* **Produce slide for PowerPoint to show the progress and milestones for the project (15m)**

To be completed in a studio jam environment on Wednesday 7th November – Complete the slide to show our projected progress and milestones over the course of the project.

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