**GROUP PROJECT, GROUP 3**

**DATE: 9th November 2018**

**TIME: 13:00 – 17:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216, ATRIUM

**Minute Taker: Henry Crofts**

**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.

As the tasks mention in the previous minutes the team had arranged to meet up on Wednesday 7th to prepare for the presentation, however as we started to receive tutor feedback for the Final Project module we arranged to push the meeting back to today (09/11/18) and working on the sprint at the end of the week.

During the meeting we revisited Rob’s email for information to include and discussed what we would have available to share during the presentation on Monday 12th November. We have decided to produce some screen mock ups of what the game will look like at x seconds and x minutes. This will help others visualise the game while we describe how the mechanics work and the design choices we used. During the meeting we started working in our usual jam session and started to create some of the screen mock ups. We also produced the outline for the Presentation we will be using, and the order we intend to use, however this could potentially alter after rehearsal.

After the meeting concluded we arranged to meet again at 15:30PM Saturday 10th November after Game Anglia on the first floor of the Waterfront Building.

**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.***