**GROUP PROJECT, GROUP 3**

**DATE: 9th November 2018**

**TIME: 16:00 – 20:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** First Floor, Waterfront Building

**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.

After Game Anglia the team met up on the first floor of the Waterfront building, although the aim of the meeting is to prepare for the presentation, we spent the first half of the session analysing the games we had seen, and how any of them relate to our game.

A game we really enjoyed playing that was a similar experience to our game with the panic and local cooperative nature laughing with your friends was Must Dash Amigos, which brought humour and competitiveness together.

During this meeting we continued to go over the presentation, getting mock ups of the game together, we have also decided to include the tutorial section of the game that we intend to include, so we can show how we will handle telegraphing information to the player on their first play through.

The team have arranged to meet up on Monday 12th November at 8:00AM

**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.***