**GROUP PROJECT, GROUP 3**

**DATE: 12th November 2018**

**TIME: 12:00 – 17:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A207

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Team were able to adapt to increased pressure across other modules, rearranging initial studio-jam schedule to occur later in the week. This was only enabled by clear and constant communication between team members.

Although completed later in the sprint than usual, the team were able to hold studio-jams to complete all tasks in advance of the sprint deadline.

working 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.

Producing the presentation within studio-jams, inclusive of mock-ups at various stages of the game, ensured that the team shared a vision of the pitch to be delivered. This meant we were able to solve any disputes before contributing work to the presentation which minimized wasted time and allowed for increase rehearsal time.

**What went badly**

Because of some rescheduling, not all tasks that the team intended to complete together were able to be completed within the studio-jam. These remaining tasks were completed separately, before compiling work into the team PowerPoint presentation. While the team did ensure both members understood what was expected from their tasks before starting work separately, it would have been preferable to complete all tasks together.

**Feedback received**

Dan presentation feedback: No questions, no feedback given regarding presentation. After presentation session had finished, Dan approached team to congratulate on a successful presentation.

Rob presentation feedback: No questions, no feedback given regarding presentation.

Steve presentation feedback: Queried teams use of 2D UI images in an otherwise completely 3D game. Team explained that UI featured in mock-ups was done in MicrosoftPaint, and that in the final version images of 3D objects will be used. Steve acknowledged this and agreed 3D would be a more suitable choice.

Dave presentation feedback: Queried teams selection of cosmetic rewards, team explained in more detail, Dave appeared to be satisfied with answer. Queried difficulty progression within game, team explained that completion of the level allows players to select higher difficulties of the level when selecting ‘replay’ (difficulty modifies frequency and maximum number of tasks at any one time). Team clarified playing on a higher difficulty will give players an increased chance of a higher rarity reward. Dave also seemed satisfied with this answer.

Team will await formal tutor feedback email, expected within this sprint. Team will meet to discuss feedback received and how this can help to guide project goals once the email has been received.

**How the next sprint can be improved**

To the best of the team’s ability, account for outside commitments and deadlines when organising the sprint studio-jams and tasks with the aim of avoiding rescheduling or delays.

Editing existing free assets has proved more time consuming than creating the team’s own assets from scratch. Future assets will be created by the team, or an asset suitable for use without need for editing will be selected.

Continue to organise tutor feedback sessions to help team make informed development decisions.

**Individual work completed in previous sprint:**

**Tom:**

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 5m logged

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

15m estimated – 5m logged

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

15m estimated – 15m logged

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

15m estimated – 5m logged

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

15m estimated – 15m logged

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

2h estimated – 2h logged

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

30m estimated – 1h logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

1h estimated – 1h 10m logged

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

15m estimated – 10m logged

* **Total estimated time: 8h - Total time logged: 7h 35m**

**Henry:**

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 15m logged

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

15m estimated – 5m logged

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

15m estimated – 5m logged

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

15m estimated – 15m logged

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

15m estimated – 5m logged

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

15m estimated – 15m logged

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

2h estimated – 2h logged

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

Estimated 30m – 25m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

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

1h estimated – 1h10m logged

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

15m estimated – 10m logged

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

15m estimated – 10m logged

* **Total estimated time: 8h 45m - Total time logged: 7h 10m**

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

* Begin development of Unity prototype
* Create functionality for Unity project base classes
* Continue working in a Studio Environment

**Meeting:**

All team present.

Team reviewed tutor feedback given following the presentation. Tutors had 2 queries for the team following the presentation:

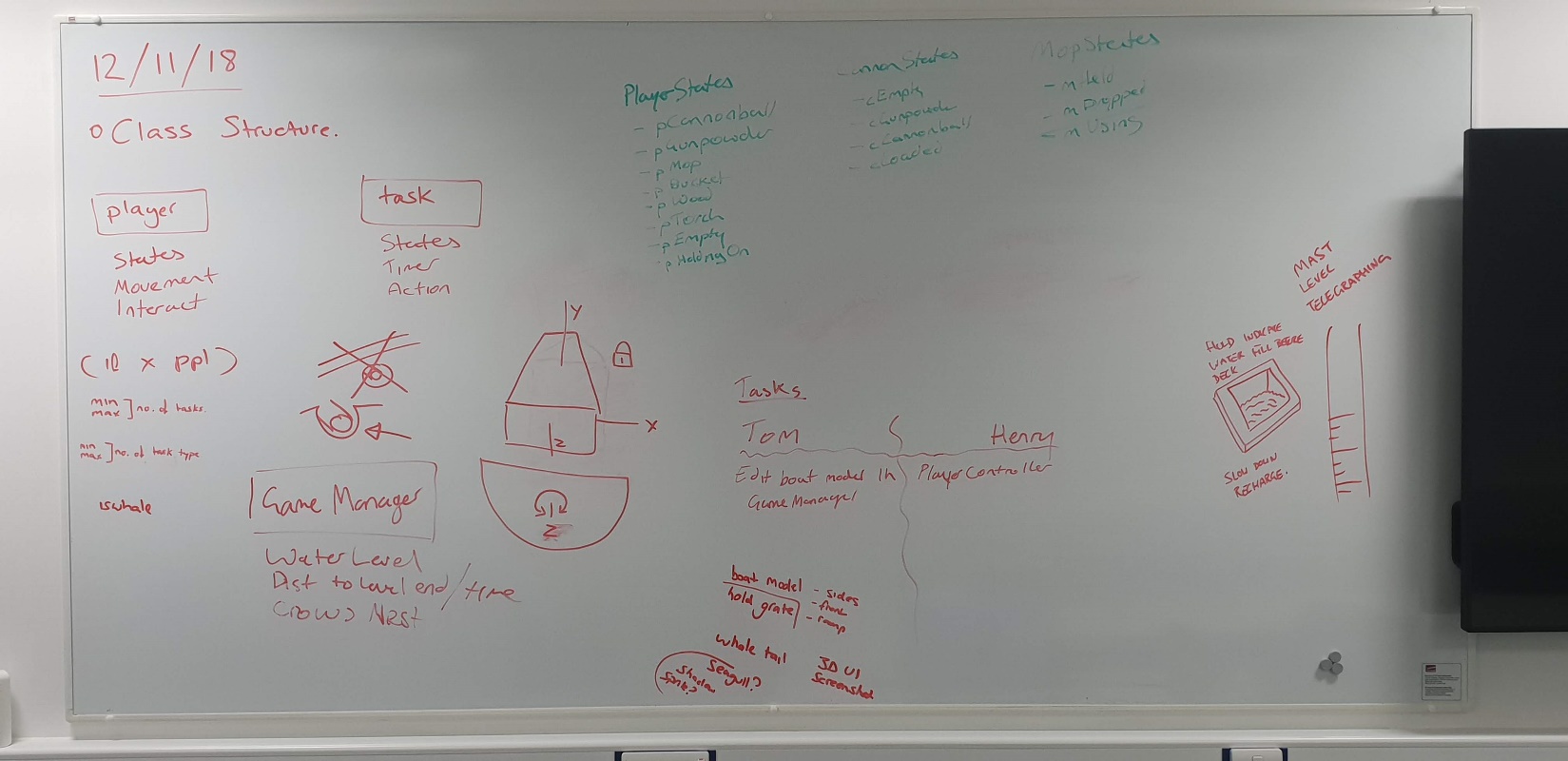
* Queried use of 2D UI images in an otherwise completely 3D game. Team explained that UI featured in mock-ups was done in MicrosoftPaint, and that in the final version images of 3D objects will be used. Steve acknowledged this and agreed 3D would be a more suitable choice.
* Queried teams selection of cosmetic rewards, team explained unlocked cosmetics can be applied to either the ship or players (providing examples), Dave appeared to be satisfied with answer.
* Queried difficulty progression within game, team explained that completion of the level allows players to select higher difficulties of the level when selecting ‘replay’ (difficulty modifies frequency and maximum number of tasks at any one time). Team clarified playing on a higher difficulty will give players an increased chance of a higher rarity reward. Dave also seemed satisfied with this answer.

Only other comments made by tutors were broad statements, e.g. “team is on the right path”.

Team agree that feedback received was overwhelmingly positive, with the tutors appearing to understand the game and the design theory the team had applied.

Team moved onto discussing tasks needed for the upcoming sprint. Team combed the backlog of user stories to identify highest priority issues.

Based on the success of the presentation, team feel that they are now in a good position to begin programming a Unity prototype instead of focusing purely on design theory.

Team reviewed current visual/level assets. Team agreed that some assets require editing to improve the user experience during gameplay, and the addition of further specific assets will also improve how players will navigate and interpret the game level.

Using the previous weeks as a measure, team believe these models can be created within this sprint alongside the most urgent programming tasks.

During discussion of how models could be improved, the team also designed modifications to specific elements of models – the ship mast, which will be marked to better telegraph water level. The ship hold, which will be extended downward to help telegraph rising water level before it impacts gameplay.

These changes also inspired slight modification of one of the games mechanics – the whale hazard, will now rock the boat knocking any players and items not ‘hunkered down’ into the sea (behaviour is a replacement for wave which would previously move across the deck).

Conversation moved on to difficulty scaling as a result of the lecturer’s answer – but also lead the team onto designing a brief algorithm which will be produced within the GameManager.cs to determine frequency of tasks and set the maximum number of active tasks, depending on the number of players currently playing the game.

To eliminate confusing, unnecessary and repeating code, the team spent a significant portion of the studio-jam planning the class structure of interface classes, and objects which will inherit from them (as seen in whiteboard picture). This will allow the team to share an understanding of how each class functions, what the potential range of functions are for each class and the information that is required by every interactable in the game to allow for gameplay.

The team’s (programming) goal this sprint is to implement and test the functionality of the interface classes as well as the classes which inherit directly from the interface classes which will provide the basis for all interaction between game items.

If successfully implemented this sprint, team can then look to implement game mechanics and player input in the following sprint.

Team negotiated highest priority tasks from the created list, assigning these tasks to agreed team members with agreed associated completion estimates.

Team began working through assigned tasks in a studio-jam. Team will hold another jam tomorrow to continue working through remaining assigned tasks.

Next team studio jam to be held Tuesday 13/11/18 @ 09:30.

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

**Tasks for the current week:**

**Tom (12 Hours 50 Minutes):**

* **Edit Unity build to make compatible with Xbox Controllers (20m)**

Set project up to enable input from 4 Xbox controllers at any one time. Edit existing ‘PlayerController’

script to allow for same script to be applied to each player, with each taking input from a different controller simultaneously. Push changes to repository.

* **Edit ship model as per changes discussed in group meeting 12/11/18 (1h 30m)**

Boat model must be widened (along x-axis) without distorting the features of the model.

Side of the ship must be raised to uniform height.

‘U’-shaped cut outs for cannons along the side of the ship.

Addition of mast ‘ring’ to denote lose condition regarding water level.

Add changes to repository.

* **Create ‘grate’ model to cover the ship hold (1h)**

Create a model of the hold ‘lid’ which will be placed over the hold opening during gameplay. Add the model to the repository.

* **Create Treasure Island model (1h)**

Create a model of the island, with rowboat on shore. Island should be decorated with rocks, plants, palm trees. At the center of the island should be a chest ready to be opened to show rewards, with shovels next to it to indicate its recent discovery. Chest lid should be hinged so can be animated to open. Add the model to the repository.

* **Create Whale Tail model (1h 30m)**

Tail of whale only. Create the tail limb so that it is curved to prevent the tail beginning raising above the sea level when it is animated. Add the model to the repository.

* **Create Wood UI icon (3D image) (30m)**

Create 3D model of wood (planks), take screenshot of render to be used as UI icon. Upload to repository.

* **Create Cannonball UI icon (3D image) (30m)**

Create 3D model of cannonball, take screenshot of render to be used as UI icon. Upload to repository.

* **Create Barrel UI icon (3D image) (30m)**

Create 3D model of barrel, take screenshot of render to be used as UI icon. Upload to repository.

* **Create Rock UI icon (3D image) (30m)**

Create 3D model of barrel, take screenshot of render to be used as UI icon. Upload to repository.

* **Create base interface class for non-interactable hazards (1h)**

Create script containing lowest common denominator virtual functions. Upload to repository.

* **Create GameManager class to handle game scene (1h 30m)**

Create script to handle events and variables that will dictate gameplay. Upload to repository.

* **Create Whale script (45m)**

Create script to handle the ‘large wave’ event. Upload to repository.

* **Create Seagull script (45m)**

Create script to handle the ‘clean mess’ event. Upload to repository.

* **Create Rock script (45m)**

Create script to handle ‘avoidance of rock’ event. Upload to repository.

* **Create Wheel script (45m)**

Create script to handle ‘steer ship’ event. Upload to repository.

**Henry (12 Hours):**

* **Create base interface class for interactable tasks (1h)**

Create script containing lowest common denominator virtual functions. Upload to repository.

* **Create mop script (1h)**

Create script to handle the ‘clean mess’ event. Upload to repository.

* **Create cannon script (1h)**

Create script to handle the loading of cannon with powder, with cannonball, with cannonball&powder, and firing of cannon. Upload to repository.

* **Create player controller (2h 30m)**

Create script to handle player movement and player ‘action’ to activate corresponding states in other interactable objects.

Create player states within playercontroller to be used to determine how interactable objects receive input from player.

Create player respawn functionality.

Upload to repository.

* **Create gunpowder script (1h)**

Create script to handle selection of gunpowder, carrying by the player, effect state change within player, and loading of cannon. Upload to repository.

* **Create torch script (1h)**

Create script to handle selection of torch, carrying by player of torch, effect state change in player, firing of cannon. Upload to repository.

* **Create bucket script (1h)**

Create script to handle selection of bucket, carrying by player of bucket, effect state change in player, bailing of water if any present on deck. Upload to repository.

* **Create enemy script (1h)**

Create script to handle spawning and movement of enemies. Enemy health. Enemy return fire. Upload to repository.

* **Create damage script (1h 30m)**

Create script to handle deck damage as a result of enemy fire. Upload to repository.

* **Create repair deck script (1h)**

Create script to handle the repair of damaged deck through use of wood. Upload to repository.