**GROUP PROJECT, GROUP 3**

**DATE: 13 November 2018**

**TIME: 09:30 – 12:00 (lunch) 13:15 – 16:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A207

**Minute Taker: Tom Gibbs**

**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 continued working through assigned tasks in studio-jam.

Both members continued with implementing the base interface classes designed in yesterday’s jam. The class structure initially designed remains the same – though the team has designed slightly improved structures within each class to account for unforeseen necessary functions.

During the jam it became apparent that the team require the revised ship model to continue with development – to prevent implementing functionality on the existing basis that would need to be adapted later. With the remaining time before the team must leave, team estimate completion of the ship model and completion subsequent functionality is unrealistic.

Tom agreed that he will work through his assigned modelling tasks this evening, prioritising the completion of the revised ship model. Tom will complete as many of the modelling tasks as possible ahead of another jam the team will hold tomorrow.

Next team studio jam to be held Wednesday 14/11/18 @ 13:30.

***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.