**GROUP PROJECT, GROUP 3**

**DATE: 19th November 2018**

**TIME: 10:00 – 12:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A207

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

The team worked towards producing a functional prototype implementing the majority of the interactable objects as well as the non-interactable objects, such as the Seagull Event. Communication between the team members was of a high quality although most of the tasks were completed as part of a studio-jam.

**What went badly**

We were not able to fully implement all of the mechanics during the sprint, as some of the scripts took longer to complete than was initially intended, although we were able to complete our tasks, some scripts are not as efficient as they could be and the team will have to spend some time rewriting some of the code to make it more readable and efficiently communicate between scripts.

**Feedback received**

Dan feedback: No Present

Rob presentation feedback: Rob reiterated how well the presentation went and passed on Dave’s approval of the team’s design choices, stating that we are on the correct path, however, the team was also advised to be careful regarding over scoping making sure we keep building the game towards our psychographic (Terry Goldhorn). We should imagine how the player’s experience will be at X number of seconds/minutes.

Rob also advised us to continue researching into the *Learn-Practice-Master* loop specifically *Big Boss Battle*. We should be able to work out what to show the player on the first cycle of the loop and how that will help the player with the next task. For example:

* Cannon
  + Program some tasks to happen automatically but keep the player aware they are happening.
  + Slowly add in more tasks as they player’s skill increases.

We also need to make sure that the opening of the game is *fun* enough to capture the player’s attention not forcing them into too much of a tutorial, making as much of the game as intuitive as possible as the average player will give a small game around 10-15 seconds before putting the game down and not coming back.

**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.

Spend more time drafting how scripts will be created to avoid duplicate code and waste time rewriting scripts.

**Individual work completed in previous sprint:**

**Tom:**

* **Create Whale Script (45m)**

45m estimated – 40m logged

* **Create Wheel Script (45m)**

45m estimated – 35m logged

* **Create Rock Script (45m)**

45m estimated – 40m logged

* **Create Seagull Script (45m)**

45m estimated – 45m logged

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

1h 30m estimated – 1h 45m logged

* **Create Base Interface Class for Non-Interactable Hazards (1h)**

1h estimated – 1h logged

* **Edit Unity Build to Make Compatible with Xbox Controllers (20m)**

20m estimated – 45m logged

* **Edit Ship Model as per Changes in Group Meeting 12/11/18 (1h 30m)**

1h 30m estimated – 1h 40m logged

* **Create ‘Grate’ Model to Cover Ship Hold (1h)**

1h estimated – 40m logged

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

1h 30m estimated – 1h 45m logged

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

1h estimated – 1h 10m logged

* **Create Rock UI Icon (3D) (30m)**

30m estimated – 35m logged

* **Create Wood UI Icon (3D) (30m)**

30m estimated – 25m logged

* **Create Barrel UI Icon (3D) (30m)**

30m estimated – 25m logged

* **Create Cannonball UI Icon (3D) (30m)**

30m estimated – 25m logged

* **Total estimated time: 12h 50m - Total time logged:**

**Henry:**

* **Create Repair Deck Script (1h)**

1h estimated – 1h logged

* **Create Player Controller (2h 30m)**

2h 30m estimated – 2h 30m logged

* **Create Damage Script (1h)**

1h estimated – 1h logged

* **Create Enemy Ship Script (1h)**

1h estimated – 1h logged

* **Create Bucket Script (1h)**

1h estimated – 1h logged

* **Create Torch Script (1h)**

1h estimated – 1h logged

* **Create Cannon Script (1h)**

1h estimated – 1h 15m logged

* **Create Gunpowder Script (1h)**

1h estimated – 55m logged

* **Create Mop Script (1h)**

1h estimated – 1h 30m logged

* **Total estimated time: 12h - Total time logged:**

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

* Finish implementing the mechanics and functionality into the prototype
* Review code and improve code efficiency and readability.

**Meeting:**

All team present.

Team had a small meeting to speak about what tasks are needed for the current sprint to finish implementing the functionality of the prototype. This was completed by first combing the backlog for high priority tasks followed by a discussion of what base mechanics are still needed to be implemented. Team also discussed how tasks for both members overran their allocated task time for the scripts as the events proved to be harder than initially thought, to combat this, this week we have allocated the tasks as we feel appropriate, however we have allocated contingency hours to give team members some breathing room, if all tasks are completed without the need to use these hours, then team must discuss what other tasks are needed and contingency hours are to be used for this reason.

During this meeting the team also discussed the feedback we received from Rob about our JIRA and GitHub repository. Discussing how we can still implement the tutorial without causing the player to get bored.

Team has arranged to do code review and studio-jam session on Tuesday 20th November in A207 starting 9:00AM.

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

**Tasks for the current week:**

**Tom (12 Hours):**

* **Improve the Game Manager (2h)**

Improve how the Game Manager handles events in the scene controlling the timers and keeping track of how many events are active in the scene at any one time.

* **Improve Code Efficiency (Remove duplicate code and general tidy up) (1h 30m)**

Improve the efficiency of how the code works within the project, ensuring all duplicate code is eradicated where possible moving it into functions handled by the base interface classes. Tidying up the readability of the code and adding comments where needed.

* **Update Rock and Steer Ship Event to Work with Game Manager (1h 30m)**

Update how the event is handled from within the game manager, allowing the scripts to communicate effectively.

* **Update Seagull Event to Work with Game Manager (1h 30m)**

Update how the event is handled from within the game manager, allowing the scripts to communicate effectively.

* **Update Whale Event to Work with Game Manager (1h 30m)**

Update how the event is handled from within the game manager, allowing the scripts to communicate effectively.

* **Code Review (1h)**

Review the code within the project with Henry to ensure both members can understand how each other’s scripts work and how they communicate with other scripts.

* **Contingency Hours (2h 30m)**

As discussed during team meeting, contingency hours have been allocated due to the previous sprints tasks running over the allocated time, if current tasks run over, remove from contingency hours will a description of the task, otherwise pull a new task out from the backlog, discuss with team and fill out description appropriately.

**Henry (12 Hours):**

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

Create a script to handle the player picking up the cannonball and loading it into the cannon (updated cannon script as needed)

* **Improve item pickups position (2h)**

Improve the position of pickup items location using their transform, currently items lay on the floor, implement the ability for the item to appear in the player’s hand.

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

Create a script to handle the player picking up the bucket and interacting.

* **Create and improve the torch script (1h 30m)**

Create a script to handle the player picking up the torch and interacting with the cannon.

* **Code Review (1h)**

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