**GROUP PROJECT, GROUP 3**

**DATE: 20th November 2018**

**TIME: 10:00 – 10:30AM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** Common Room, Atrium

**Minute Taker: Henry Crofts**

**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.

The team had scheduled a meeting for today (20/11/18) however one of our other modules, Design Master Class needed attention due to a client meeting being arranged for Friday 23rd November. Due to this the team has agreed to rearrange the meeting for Wednesday 21st November to meet in A207 at 10:00AM.

***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)**

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.

* **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.