**GROUP PROJECT, GROUP 3**

**DATE: 26th November 2018**

**TIME: 10:00 – 12:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Despite having to re-arrange studio-jams due to necessary demands of other modules, team was able to hold one full-day jam in person and logged as much work time together via discord as practically possible.

Henry kept Tom fully updated of his personal situation and availability for work. This allowed the team full understanding of each other’s capacity and realistic expectations of what the project would contain at the sprint end.

Team were able to implement much of the base functionality within the prototype, using extra time to revisit completed tasks and polish mechanics.

**What went badly**

Team were unable to complete both the usual two 2 full-day studio-jams that have been used to start each sprint so far. Team were able to coordinate a mobile (discord call) jam on Thursday, but because of Henrys personal situation simultaneous work could only be completed intermittently and was less effective than an in-person jam would have been.

Due to time spent re-arranging and the less efficient solo work carried out this week, a minority of tasks were not completed to the level of polish the team had intended when setting the tasks. Functionality of work has been completed to allow development to continue, but in future sprints time will need to be allocated to bring all visuals up to standard.

Despite coordinating work, and working in separate ‘test scenes’ in the Unity project, team ran into GitHub merge conflicts. Team were able to continue sharing work remotely by using Unity Collab to sync files within Unity, but Tom has been unable to push to Git this sprint. Merge conflicts will be solved as a priority in the coming sprint.

**Feedback received**

Team has meeting arranged to obtain Rob Kurta’s feedback, scheduled for the afternoon of Tuesday 27/11/18.

Team have scheduled a meeting with Chris Janes to review the teams use of version control software and get feedback on how this can be improved.

Dan Mayers (feedback provided via email) praised the team for progress during last sprint. Praised the team for successful presentation given in the previous sprint.

Dan’s email also inquired as to whether the team currently have a working prototype, and whether the team would like any further advice for the current sprint. Email was received late in the afternoon after the team had left uni - team agreed to respond to Dan’s email at the start of tomorrow’s studio-jam (the next time both members are available).

**How the next sprint can be improved**

Obtain tutor feedback from scheduled meetings and apply advice to project development.

Continue to remain aware of commitments of other modules and external pressures which may interfere with capacity to complete group tasks.

Team have agreed to create the functionality of the game, before then adding this into the game manager’s functionality.

The team have found that designing the contents of the scripts to be restrictive when implementing their functionality. To prevent further time being spent on rewriting scripts for compatibility, function will be added (with though given to the game manager interaction), then the game manager script adapted to accommodate each mechanic.

Ensure that regardless of out of uni situations, 2 full-day studio-jams are held.

Ensure that Git conflict issues are resolved as quickly as possible, so that work committed to the Unity Collab sync can also be added to the team repository.

**Individual work completed in previous sprint:**

**Tom (12h estimated – 10h 35m):**

* **Code Review**

1h estimated – 1h logged

* **Improve Game Manager**

2h estimated – 2h 10m logged

* **Improve Code Efficiency (Remove duplicate code and general tidy up)**

2h estimated – 1h 40m logged

* **Update Rock Event to Steer Ship to Work with Game Manager**

1h 30m estimated – 1h 50m logged

* **Update Seagull Event to Work with Game Manager**

1h 30m estimated – 1h 15m logged

* **Update Whale Event to Work with Game Manager**

1h 30m estimated – 1h 20m logged

* **Contingency Hours (If all worked finished, pull more tasks from backlog as discussed with team)**

2h 30m estimated – 3h 30m logged

**Henry: (11h 30m estimated - 10h 10m logged)**

* **Create bucket script**

1h 30m estimated – 1h logged

* **Improve Code Efficiency**

2h estimated – 2h logged

* **Code Review**

1h estimated – 1h logged

* **Improve item pick ups position (place in player's hands)**

2h estimated – 2h 30m logged

* **Create cannonball script**

1h 30m estimated – 1h 15m logged

* **Contingency Hours (If all worked finished, pull more tasks from backlog as discussed with team)**

2h 30m estimated – 2h logged

* **Create and improve torch script**

1h 30m estimated – 1h 25m logged

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

* Review completed tasks from previous sprint
* Identify subsequent tasks for this sprint, negotiate allocation of tasks
* Confirm team availability this sprint to ensure 2 full-day studio-jams
* Work towards solving Git merge conflict issues and prevent repeats in future

**Meeting:**

All team present.

Team held brief meeting in available time between module sessions.

Team discussed personal availability for the week. Currently team have capacity to attend studio-jams on both Tuesday and Wednesday. Holding full day jams at the start of the week has greatly benefitted the team in previous sprints, so will be done again this sprint.

Team reviewed results of tasks from previous sprints. Team reviewed class structure, structure of scripts and methods used to create behaviours. From this the team planned how the coming scripts could be completed and ultimately how the game managers will likely be updated in future tasks to handle all activities.

Team then looked ahead, setting goals for the current sprint. Team want to have a playable prototype by the end of the sprint. Tasks will be allocated with the aim of achieving this.

Team agree the highest priority is the continued development of functionality to enable playtesting as soon as possible. Team combed the backlog, reordered tasks by priority and discussed improvements that members feel necessary before beginning the first phase of playtesting, to form the basis for selection of tasks this sprint.

Tasks and associated estimated completion times were negotiated and assigned via JIRA.

Team discussed merge conflict issue. Tom found that on trying to push work to git over the weekend the master branch had become incompatible with local changes.

Work is still able to be completed as Unity Collab is working as intended, though Tom can currently not commit Unity build changes to the group repository.

Team members have encountered merge conflicts previously during the DMC module and understand the impact they can have on ability to effectively complete work and potential lost work.

Team have contacted Chris to review best practice regarding version control software for the remainder of the project, to resolve the current issue and attempt to avoid unnecessary future problems.

Tom sent email to Chris, Chris advised has time to meet with the team Tuesday 27 November.

Studio-jam arranged for Tuesday 27November in A207 starting 9:30. Team also have scheduled meetings with Rob Kurta, and another with Chris Janes during the jam. Team will continue studio-jam work around the scheduled meetings.

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

**Tasks for the current week:**

**Tom (12 Hours 30mins):**

* **Create 'treasure island' scene (1h)**

Set up treasure island scene to play if team win condition is met. Thought must be given to layout of scene to allow to camera movement during victory cutscene.

* **Create 'chest' animated opening and particle effects (30m)**

Within ‘treasure island’ scene, create animation to open the chest’s hinged lid. Particle system must be created, with the aim of leaving players with a momentary feeling of suspense and anticipation.

* **Create cannon-fire particle effects (20m)**

Create particle effects to be played on player’s cannon fire to emphasize player actions.

* **Create damage particle effect (20m)**

Create particle effects to be played on cannon ball impact, to emphasize wood damage suffered.

* **Create D-pad UI selection script (2h)**

Create script to show D-Pad selectable UI panel over the hold on the ship deck. Players should be able to press the corresponding direction to retrieve items. Items will have a recharge cooldown once selected.

* **Create player UI timer and ID system (2h)**

Create script to display coloured ID circle beneath each player. UI circle will function as a ‘clock-face’ to telegraph current task duration.

* **Create D-pad UI recharge scripts (1h)**

Create a script to impose a cool down period on any item that is selected from the hold, before any players may retrieve it again.

* **Include UI icons within D-pad UI (20m)**

Include UI icons within unity project (amend images if necessary).

* **Update 'Whale script' to play animations, particle effects and throw from boat (2h)**

Update ‘Whale’ script to interrupt boat tasks, play animation and particle effects. Animation must be improved from current implementation. Particle effect to be created as part of task.

* **Create 'Bucket' script to handle bailing of water (1h)**

Create script to allow player to pick up bucket, move with bucket, drop bucket or bail water with bucket.

* **Create buoyancy script to effect on-deck interactables (1h)**

Create script to give interactable items on the ship deck buoyant behavior when the water level is raised.

* **Update 'seagull' script, fixing current bugs and undesirable behavior (1h 30m)**

Edit and reimport model to allow for accurate pivot center. Improve spawning behavior so that all spawned intersect above boat center. Adapt current spawn functionality to a true random position on circular perimeter around ship rather than spawn points.

**Henry (12 Hours 15 mins):**

* **Create main menu screen (1h)**

Create a new scene containing selectable options to transition to the games other scenes. Produce as per planned layout discussed in studio-jam.

* **Create script to handle transitions between scenes (1h)**

Create script to handle scene transitions. Create overlay panel and associated behaviour to allow for fade to black in between each scene.

* **Update 'Mop' script to provide cleaning function (1h)**

Update ‘Mop’ script so mop can be used to erase seagull poo prefabs from ship deck.

* **Update 'Torch' script to allow cannonball to be fired at enemy (1h)**

Update ‘Torch’ script to allow player ship cannons to fire if appropriately loaded.

* **Update 'Enemy' script to allow enemy movement, cannon animation and destruction (2h)**

Update scripts to allow for random spawn at either spawn position, movement to opposite end of screen and player cannon telegraphing when the enemy is in range.

* **Update 'Enemy Cannonball' script to allow hit placement, firing from enemy ship (3h 15m)**

Create script to handle enemy cannon fire if conditions are met. Cannon ball needs to select appropriate space to land on ship deck, telegraph this to player using designed UI overlay and move cannonball along believable path to reach impact point.

* **Update 'Enemy Cannonball' script to damage ship and existing damage within a radius of effect (2h)**

Update ‘Cannonball’ script to effect damage on contact with either ship. Cannonball should include radius check to determine whether existing repaired damage is ‘reactivated’.

* **Create 'Wood' script to allow for deck damage to be repaired (1h)**

Create script to allow selection from hold UI menu, carrying/dropping/use by player to repair a damaged area.