**GROUP PROJECT, GROUP 3**

**DATE: 27 November 2018**

**TIME: 09:30 – 13:00 (studio-jam)**

**13:00 – 14:00 (break)**

**14:00 – 14:45 (studio-jam)**

**14:45 – 15:30 (tutor meetings)**

**15:30 – 16:45 (studio-jam)**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A216

**Minute Taker: Tom Gibbs**

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

* Continue to add as much functionality to project build as possible to enable playtesting as early in the project timeline as possible
* Work towards solving Git merge conflict issues and prevent repeats in future

**Meeting:**

All team present.

Team began meeting by replying to Dan Mayers email received late yesterday.

Once sent team moved onto confirming priority of tasks within the current sprint – decided that resolution/updating of existing behaviour should be completed before implementing new mechanics.

Team found that the seagull behaviour would not function as intended despite efforts of both team members. This dramatically overran assigned task time before the team found the issue was caused by the model and not the code.

Task was resolved and team moved onto their individually assigned task, helping each other when problems were found.

After returning from a lunch break, team prepared for scheduled meetings with Rob Kurta and Chris janes. Team paused studio-jam to attend, and will resume studio-jam after meetings to discuss outcomes and then continue with tasks.

*[meeting notes/tutor feedback for each meeting to be added to group repository]*

Rob’s feedback focused on applicable design theory, which the team, will use to guide further development in subsequent sprints. Rob’s advice gave the team clear direction regarding balancing choices and most importantly the games tutorial/introduction of mechanics.

This is noted in much greater detail in the respective tutor meeting minutes.

Chris’ feedback focused on Git merge conflicts and how the team can attempt to overcome them. Team have used Chris’ advice to decide to use solely Git for version control and attempt to use branches when working on tasks as a method of avoiding further conflicts.

This is noted in greater detail in the respective tutor meeting minutes.

Team attempted to resolve merge conflicts during the jam – but due to the conflicts, Tom has work spread across home PC and laptop (which was done at uni today), which cannot be synced because of the current merge conflict.

Tom will attempt to pull from the repository and add local changes to this directory before pushing again.

Team will confirm whether all issues are resolved at tomorrow’s jam.

Team aware that Henry is due to attend the course rep meeting tomorrow from approximately 11:00 – 13:00. Team jam will be started at 10:00 and Henry will leave for meeting and re-join jam when able.

Studio-jam arranged for Wednesday 28November in A207 starting 10:00.

***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.