**GROUP PROJECT, GROUP 3**

**DATE: 28 November 2018**

**TIME: 10:30 – 14:00 (break) 15:00 – 18:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** DISCORD, VOICE CALL

**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:**

Henry had issues with car preventing him from attending in-person studio-jam. In place of this team held a voice call over which tasks were discussed, and work completed.

To prevent any of today’s jam tasks from being overwritten, or production made more difficult due to merge conflicts, the team began the jam by attempting to resolve merge conflicts.

This process was lengthy, as expected, though before breaking for midday the team both confirmed that the up-to-date GitHub version is shared on all machines without error. Tom removed association with Unity Collab from the project and the team agrees that it should not be used again.

Team then began work on any tasks which hinge around visual design, rather than functionality (treasure island layout, main menu, particle effects) – so that the team could agree on what they feel would be most appropriate for our psychographic.

Once complete, team continued jam, implementing any functionality defined in remaining tasks.

At the end of the meeting team discussed all tasks still outstanding and are confident that the work expected as a result of each task is shared.

All outstanding tasks are to be completed ahead of the close of the sprint.

Team will meet after the next group project session, Monday 3 December, to discuss feedback from tutors.

***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.