**GROUP PROJECT, GROUP 3**

**DATE: 03rd December 2018**

**TIME: 10:00 – 12:00**

**ATTENDEES** Henry Crofts

**ABSENTEES** Tom Gibbs – Personal reasons, has discussed with Chris before, happy to talk to tutors if needed.

**LOCATION:** A2.14

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

Although both team members had to arrange work times due to personal commitments, the team were still able to complete all tasks except for Tom being unable to complete task L6G3 – UI icons on the ships hold. Tom kept Henry updated on his situation explaining that he would be unable to finish the task focusing on the higher priority tasks.

Team were able to update the implemented mechanics to work correctly within the game, before moving on to implement the remaining mechanics during this sprint (Sprint 11).

**What went badly**

The team were unable to complete the studio-jams that have currently been going well helping the team to progress quickly through the prototype, the team were able to work over discord intermittently although as explained in the previous sprint start minutes this is less effective than an in-person jam. The team is hoping to rectify this, during this sprint.

The team started the sprint with continued merge conflicts over GitHub and Unity Collab, to rectify this, Tom removed the project from the Unity Collab and Henry was able to sort the .gitignore file and removed the Library folder (this is created on project initialization and is not needed in the version control) after removing the Library folder the number of commits at each push was reduced from over 100+ down to the correct number of files that had been adjusted, so far this seems to have solved the merge conflicts.

**Feedback received**

During sprint 10 the team met up with Chris Janes to discuss their GitHub issues, Chris was able to suggest some changes however this did not work, conflicts have since been sorted. The team also met with Rob who went over some of the basic design choices we will need to continue making sure we don’t over scope and keep the game simple enough for the player to understand, refer to minutes for 27th November titled – “TUTOR FEEDBACK(ROB) – Playtesting and current goals.”

**How the next sprint can be improved**

Ensure that the team can find time to complete two studio jams as this has proven to be an effective method of increasing the work flow completed by the team. The team must also make sure to keep up with communication to allow team members to understand each other’s commitments however this must be done in professional channels on Discord rather than in a personal chat on WhatsApp.

**Individual work completed in previous sprint:**

**Tom (13h estimated – 13h 15m):**

* **Create 'treasure island' scene**

1h estimated – 1h 30m logged

* **Create 'chest' animated opening and particle effects**

30m estimated – 40m logged

* **Create cannon-fire particle effects**

20m estimated – 20m logged

* **Create damage particle effect**

20m estimated – 15m logged

* **Create D-pad UI selection script**

2h estimated – 2h 15m logged

* **Create player UI timer and ID system**

2h estimated – 1h 30m logged

* **Create D-pad UI recharge scripts**

1h estimated – 1h logged

* **Update 'Whale script' to play animations, particle effects and throw from boat**

2h estimated – 2h 20m logged

* **Create 'Bucket' script to handle bailing of water**

1h estimated – 55m logged

* **Create buoyancy script to effect on-deck interactables**

1h estimated – 1h logged

* **Update 'seagull' script, fixing current bugs and undesirable behaviour**

1h 30m estimated – 2h 15m logged

* **AMENDED: (to be completed in sprint 11) Include UI icons within D-pad UI**

20m estimated – 5m logged

**Henry: (12h 15m estimated - 12h 30m logged)**

* **Create main menu screen**

1h estimated – 1h 30m logged

* **Create Script to Handle Transitions Between Scenes**

1h estimated – 45m logged

* **Update ‘Mop’ Script to Provide Cleaning Function**

1h estimated – 1h 10m logged

* **Update ‘Torch’ Script to Allow Cannonball to be Fired at Enemy**

1h estimated – 45m logged

* **Update ‘Enemy’ Script to Allow Enemy Movement, Cannon Animation and Destruction**

2h estimated – 2h logged

* **Update ‘Enemy Cannonball’ Script to Allow Hit Placement, Firing from Enemy Ship**

3h 15m estimated – 3h logged

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

2h estimated – 2h 20m logged

* **Create 'Wood' script to allow for deck damage to be repaired**

1h estimated – 1h 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 setting up the pitch presentation ready for Monday 10th December

**Meeting with Rob Kurta:**

Henry Present

Rob discussed with the whole year about what is to be expected for the upcoming presentation on Monday 10th December;

* **Show before telling –** Rob explains the importance of showing the game because telling the game to the stakeholders (tutors) explaining
  + How does the game works?
  + What can the player do?
  + What is the core game loop?

This is to make sure that the stakeholders understand what the game is about and can visualise it the way it is intended. This avoids confusion and the game being misunderstood.

* **Who is the game for –** Make sure that the psychographic is revisited to ensure that the game is being designed for the intended audience
  + Why would they wish to play it?
    - Show that the design of the game is aiming towards an end goal, rather than random choices made rationally rather than with the psychographic (Terry Goldhorn) in mind.
* **What will the game look like –** As we have progressed the game further, stakeholders will wish to see the game in its renewed state.
  + Show what the game will look like at X minutes.
  + Show what the game will look like at Y hours (If hours of gameplay is intended).
  + Show mock ups of what the game will look like, pictures video clips etc.
    - All the above should be completed within the first 5-6 minutes of the presentation so that everyone is on the same page as we go further into explaining the game. Once this is completed talk about other aspects of the game / project plans / milestones.
* **Ensure there is art work decorating the slides!**
  + This allows the team to show the theme and style of the game, while also showing continuity of asset styles, and gives the audience something to look at. (A wall of text will cause people to lose interest).
* **Explain how the game has developed over the past few weeks –** Show examples of where and how the game has changed since the last presentation, this will help stakeholders to follow the game and see where parts they remember are different.
* **Show the teams plans for the Christmas holiday –** Since there will be no more presentations until February 2019 team must show how they are planning to allocate tasks over the holidays in a realistic manner (team members will use the time to visit family, work on other assignments such as DMC or Final Project and other various activities). Team must show good management to allocate over this period.
* **Tutorials will be available over the holidays –** To finish the session off Rob explained that the tutors will be around for tutorial feedback sessions and the teams must use this time effectively.

Due to Tom’s personal issues and Henry having to leave Uni at 15:30 to sort his car out the team have arranged to meet on Tuesday 4th December to have a studio-jam session to ensure they are still moving in the correct direction and to discuss the upcoming presentation (What needs to be included / prepared).

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

**Tasks for the current week:**

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

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