**GROUP PROJECT, GROUP 3**

**DATE: 10 December 2018**

**TIME: 08:30 – 10:00 (presentation rehearsal)**

**15:30 – 18:30 (group meeting)**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A214

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Despite underestimating the time required to complete one specific task (Player ID, 3h) after Tom had explored avenues and consulted tutors, the team were able to allocate a significant portion of a single studio-jam to work together to overcome the obstacle and find a solution.

Presentation was largely received positively by tutors

Team was able to meet to hold studio-jams frequently, creating and rehearsing presentation well ahead of the deadline.

Team has continued to successfully avoid merge conflicts for a number of consecutive sprints since seeking advice from Chris.

**What went badly**

Team would suggest and make improvements to existing mechanics throughout the sprint beyond those dictated by agreed tasks – even after the presentation had been prepared. This meant that some time was wasted on re-recording presentation contents to showcase improvements made.

Team underestimated completion time of the player UI time indicator. Team were correct with respect to the time taken to code the functionality, though the team found numerous different approaches were required to identify the most desirable method – which necessitated the task overrunning by over double its original estimate, and the team holding an additional studio-jam in order to jam solutions only related to this single task. This time could have otherwise been spent implementing other needed features.

**Presentation feedback received**

Steve: advised that keeping the player’s input options limited will help to keep players focused on the game, where their attention should be – and not become distracted by a varied range of controls.

Dave: team should ramp the speed, ramp the frequency, ramp the amount of everything within the game. Players need to be pushed to their limits.

Dan & Rob: currently the prototype is paced too slowly (tutors understood current prototype is to test functionality only). That team need to move toward being able to playtest ASAP to confirm whether the design yields desired player emotions and which elements require further refinement.

**How the next sprint can be improved**

Continue working through any incomplete tasks within team studio-jams whenever possible.

Use previous experience to attempt more accurate estimation of task completion times.

**Individual work completed in previous sprint:**

**Tom (11h 30m estimated – 14h 30m logged):**

* **Rehearse presentation**

2h estimated – 2h logged

* **Adjust presentation with Henry**

3h estimated – 3h logged

* **Model Fire Pit**

2h estimated – 2h logged

* **Crow’s Nest UI**

1h 30m estimated – 1h 30m logged

* **Player ID**

3h estimated - 6h logged

**Henry: (12h 30m estimated – 13h 45m logged)**

* **Rehearse presentation**

2h estimated – 2h logged

* **Adjust presentation with Tom**

3h estimated – 3h logged

* **Cannon status UI**

1h 30m estimated – 1h 30m logged

* **Update the enemy flag to work for the presentation**

2h estimated – 1h 45m logged

* **Update the enemy cannons to work for the presentation**

2h estimated – 1h 30m logged

* **Complete repair deck script**

2h estimated – 2h logged

* **Player ID**

0 estimated - 2h logged (team dedicated all resources to creating a solution, Henry assisted with Tom’s task within a studio-jam).

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

* Combine all game functionality created since beginning the project into a single Unity scene
  + Review interactions between mechanics
  + Review code used to handle/set pace of mechanics
* Assess team’s capacity for work over the Christmas break
* Set completion goals during the Christmas break, and the desired progress upon returning to semester 2
* Agree how tasks will be defined during the break
* Agree how tasks will be delegated if any members over-achieve during the Christmas break

**Meeting minutes:**

Both present. Studio-jam.

Reviewed presentation feedback from pitch.

Team agree that the feedback given was fair. All tutors seem to understand the games design and the experience the team is aiming to create for players.

General feedback from tutors was that the game needs to be paced much faster than the current demonstration – although tutors also acknowledged that the teams current prototype is purposefully slowed to be able to test and effectively demonstrate the game’s varied mechanics.

Team reviewed the project position, combed the backlog and defined the goals of the sprint, assigning tasks to accomplish them.

The team agreed to work reduced hours, given that the overall priority of both team members this week will rest with module deadlines for both portfolio and DMC module which is in the projects penultimate week.

Team discussed each member’s availability over the Christmas period.

To have a reference point for the discussion, the team produced an excel document “Group Christmas Availability” which highlights team member availability by day, for commitments the team are currently aware of.

This document has been included with the team’s git repository under [root -> Admin -> “Group Christmas Availability”].

Both team members acknowledge that the document only contains commitments the team are currently aware of, that plans may change, that other university work needs to be completed within this period and that both team members are involved in organising GGJ 2018 which will require time over Christmas.

Regardless, the team believe they are realistically able to contribute work over the Christmas break.

Team assessed current position, and the desired project position upon returning to semester 2.

Team agree that a single level, inclusive of all mechanics is achievable by the end of the break. Team will aim to have a tutorial level implemented in addition to this for the start of semester 2 so that playtesting can begin.

If successfully implemented, the team will be in a strong position to achieve a functional MVP in the weeks following the return to university.

To achieve the goal of a ‘playtestable tutorial’ the team defined their goals over the Christmas period.

Priority of these goals was ranked, and the team assigned these to each member. Team discussed contingency plans for if a member had more capacity for work than another and that tasks must be worked through in priority order, rather than who they have been delegated to.

The contingency plan in the case of the team over-achieving tasks operates on the same basis.

Team then began work during the studio-jam.

Team began tackling the sprint’s primary task of combining all assets within a single Unity scene. To avoid merge conflicts, the team worked through the task using a single machine, with one user pushing all changes to the repository (Henry).

The team encountered many minor issues during the task – some regarding the models produced and their incompatibility with Unity’s lightweight rendering pipeline. Tom will review this and look to amend models as necessary – though both members are inexperienced with this modelling issue and unaware of true extent of issue.

Team made significant task progress and will complete the remainder of tasks independently. Team will stay in close contact for the remainder of the sprint, holding subsequent jams if necessary.

Henry is unable to travel to university tomorrow (Tuesday 11/12/18), next team meeting will be postponed to Wednesday 12/12/18 at 10:00.

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

**Tasks for the current week:**

**Tom (9 hours 30 minutes):**

* **As part of a studio-jam, include all implemented mechanics within a single Unity scene (6h)**

Collate all work completed so far. Begin working towards synchronized behaviors, controlled by game managers. Ensure no bugs are present within prototype scene. This scene will be used to continue development over the Christmas period.

* **Meet with team to discuss presentation feedback (30m)**

Await tutor’s written feedback following the pitch presentation. Discuss outcomes with team to decide whether course of project development should be altered.

* **Meet with team and tutors to discuss presentation feedback (30m)**

If team feel necessary, query feedback received with tutors. Otherwise task time will be spent improving newly created scene containing all working mechanics.

* **Continue development of Game Manager script for updated scene (2h)**

Improve data structure and logic used to queue active game scene tasks.

* **Design improved data structure to handle deck flooding value (1h 30m)**

Create logic to affect the ships deck water level with considerations made to how future ship damage and bailing will change the level. Use remaining time to begin implementing behaviour.

**Henry (7 hours):**

* **As part of a studio-jam, include all implemented mechanics within a single Unity scene (6h)**

Collate all work completed so far. Begin working towards synchronized behaviors, controlled by game managers. Ensure no bugs are present within prototype scene. This scene will be used to continue development over the Christmas period.

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