**GROUP PROJECT, GROUP 3**

**DATE: 12 December 2018**

**TIME: 10:00 – 14:00 (studio jam)**

**14:20 – 15:00 (tutor meeting, Rob Kurta)**

**15:00 – 18:15 (studio jam)**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A207

**Minute Taker: Tom Gibbs**

**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.

Team continued including existing assets and mechanics within a single scene, modifying components and scripts as necessary.

Team received tutor feedback email during the jam, with some of the feedback leading the team to believe an element of the presentation was either misunderstood or delivered incorrectly. Team emailed Rob to request a meeting to clarify, and check whether delivery style should be adapted for future presentations.

Rob agreed to meet, and team paused studio-jam.

After returning from tutor session arranged with Rob, the team agreed all feedback given was valuable and valid.

The team began discussing solutions to the potential issue Rob raised, of experienced players becoming acclimatised to the games hazards and experiencing decreased pressure over sessions.

Team discussed possible solutions to this:

* Varied enemy types, and varied cannonball types/gunpowder types needed to destroy them (show contents of different holds under grate)
* Different types of bird mess, with different effects
* Consider randomisation of other effects so that active hazards do not have an immediately clear priority.
* Discussion also lead onto team designing potential modifications to planned tutorial level:
  + Pausing game and fading scene to highlight gif played from crow’s nest UI on introducing hazards.

Team continued working through tasks for the remainder of the sprint. Focusing on the primary aim of the sprint: including all work within a single scene.

The team predict this task will overrun and need to be completed independently for the final functions within the scene to be robust and fluid. Both team members are prepared to keep working on their tasks until members are satisfied the task is complete. Both members are happy the other shares their understanding of the quality of work required.

Unity warning of model UV maps persists. Team will look to seek advice from modellers to rectify asap.

Team had to end meeting due to time. Work will continue and be completed before sprint end.

Team members are unable to meet in person for the remainder of the sprint, due to outside commitments and other module deadlines. Tasks will be completed independently and if necessary a discord voice call arranged during the weekend.

***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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