**GROUP PROJECT, GROUP 3**

**DATE: 12 December 2018**

**TIME: 14:20 – 15:00**

**ATTENDEES** Tom Gibbs, Henry Crofts | Rob Kurta

**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.

Team requested a meeting with Rob following receipt of written presentation feedback as team were concerned that the presentation contents may have been delivered incorrectly and misinterpreted by tutors.

Shortly after the meeting began, Rob was able to clarify that some of the comments given referencing the fact “the team may have lost sight of their goal” were made during the presentation – before the team clarified the pace of the game had been purposefully slowed to allow for clearer presentation to tutors. Rob advised that tutors understood this by the end of the presentation.

Rob advised that it is perfectly fine for team to use slowed recordings to explain details of mechanics to tutors, provided this is made clear beforehand.

Regardless this is feedback that the team will consider when testing the game. This aligns with Dave’s continued advice to ‘multiply everything by 50’ to push players to the limit in order to create the emotions the team wish to evoke.

Rob’s advice within the meeting continued this theme, the team should look to build gameplay to stress players until the point of collapse.

The game’s fun will come from gameplay, the more fast-paced and manic the more powerful these emotions will be.

Rob also built upon Dave’s advice, describing the “rule of double” to the team. This will be a particularly important element during playtesting, where variables should be drastically altered to test extremes in order to find the ideal point (rather than minor increments, which will provide far less effective evidence over a much longer period).

Rob also recommended the team read the chapter ‘Art of Game Balance’ from Jesse Schell’s ‘Art of Game Design’ – which should be of assistance when creating the tutorial levels and beyond.

Rob warned that one risk contained within our design may be experienced players feeling less stress the more they play. That once they are aware of how to deal with all events – which are vital, which could be ignored – they may not need to communicate.

Team acknowledge this possibility. Team have already briefly discussed small randomised elements to reduce this risk but will revisit these discussions.

Rob reminded the team that this project will contain the longest opportunity the team will have ever had to polish user experience, and that something truly enjoyable can be created if appropriate time is invested in the project.

Rob explained that the more polish that is applied to the game, the more critical of it the developers become, which in turn makes the team improve more and more detailed elements, continuing to improve the project’s quality.

This has kept team motivation levels high going into the Christmas break.

Team studio-jam to continue following end of tutor meeting.

***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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