**GROUP PROJECT, GROUP 3**

**DATE: 16 December 2018**

**TIME: 16:15 – 17:00**

**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)***

* 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 arranged voice call to discuss progress of tasks.

Team are happy with progress made this week – seeing the beta level (all functionality included within a single level) nearing completion.

Tom’s task to implement a game manager to direct the scene has been begun, though cannot be completed without the inclusion of the ‘enemy ship’ and ‘bail water’ mechanics which have not been able to be included within the scene this sprint. These will be included as tasks within the following sprint.

Team discussed outcome of Tom’s other task regarding the method for controlling the water level on the deck.

Tom proposed a constant fill rate which can be amended based on active hazards (increased) and repairs/player bailing (decreased) – rather than the existing implementation to add a certain value to the total water level, then lerp the water to that height within the scene.

Henry agreed this is an improved design and will be reimplemented in this way in the next sprint.

Team revisited the discussion held earlier in the sprint, following Rob Kurta’s tutorial feedback session.

Rob had advised the team that experienced players may become accustomed to hazards and this will likely give them a good understanding of optimal strategies which will decrease the need for communication between players (the games primary fun).

Team believe the options discussed at the last team meeting and believe that two offer the strongest solution:

* Different combinations of resource materials (loading different resources into different cannons will affect a certain type of enemy ship).
* Randomised hazard impacts for:
  + Bird mess – different player interactions, slow down, reduce friction
  + Varied (effect of) cannonball damage – size of hole/time to repair/amount of water ingress

To not make it immediately clear what the priority will be. Randomising these outcomes will force players to actively reshape their plans during play, forcing an increased level of communication.

The team acknowledge that for the different combinations of cannonballs and powder types that would be needed, as well as maintaining the wood option for players to select, either the source of the materials, user input to retrieve materials or remodelling of the ship and ship hold would be required – which would require a large time investment from the team.

Team agree the most appropriate option at this stage is to continue working towards a tutorial level, so playtesting can begin, then use these outcomes to influence the course of development before potentially altering the design of game mechanics.

Team agree that a completed beta level, inclusive of a tutorial is essential to the success of the projects development.

Team believe this is achievable before the start of semester 2.

Team consulted the Christmas availability spreadsheet that had been created earlier in the sprint (contained in the group repository [root -> admin]), to compare remaining available time to estimated tasks required to achieve this milestone.

The team noticed that they had overlooked the time that is necessary to allocate to the DMC module for the week begging 17/12/18 (tomorrow). This is the DMC module project’s final sprint, and within it time must be dedicated to producing and rehearsing a client presentation, travelling and presenting the product to the client in addition to recording and editing a demonstration video before completing the admin required to submit the completed assignment.

Team agree that no sprint will be arranged for weeks beginning 17/12/18 or 24/12/18 (to account for DMC and the festive period). The next sprint will begin shortly after the new year, within week beginning 31/12/18 at a date to be specified closer to the time.

The team acknowledge that both members are motivated to contribute work before the next official sprint, so if a member has availability they are to select the highest priority task from the backlog to work through once the rest of the team has been made aware they have selected the task.

Both team members will make time to discuss any work when they are able, but the next formal meeting (discord voice call) is arranged for 2/1/19 to define the next sprint.

Meeting ended.

***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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