**GROUP PROJECT, GROUP 3**

**DATE: 17th January 2019**

TIME: **13:30 - 14:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A2.06

**Minute Taker: Henry Crofts**

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

* Connect all features together within a single scene
* Finish implementing features

**Meeting minutes:**

Both members present.

The team have been experiencing some issues with the enemy firing sequence with how to play the animation, so we decided to book a meeting with Chris to help points us in the correct direction. Chris suggested a few ideas which were;

* **Create the animation with code –** The first suggestion was to simulate the animation by moving the enemy cannonball using code to move the cannonball to a specific location.
* **Create a bounding box –** Another suggestion was to create a bounding box on the outside of the ship and spawn the animation start point within this box, ensuring that each animation that plays will land on the players ship as expected.
* **Drop cannonball from above –** A final method suggested was to drop that cannonball from above the ship, as how older styled games would handle the animation.

As a team we will go and discuss how we feel would be the best approach, rescheduling a meeting with Chris if the issue persists.

Meeting ended.

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

**Tasks for the current week:**

**Tom (14 Hours):**

* **To be completed as part of studio jam, update crow’s nest UI alerts to display in priority order**

As the crow’s nest will be used to help direct the player to survive the callouts should show the importance of each event / task so that players can react accordingly.

* **To be completed as part of studio jam, resolve any issues made apparent by the merge of different features**

With the merge of the features some issues may become apparent, these will need to be resolves ASAP so that development can continue.

* **To be completed as part of studio jam, update all objects to use object pooling script**

Objects should use object pooling (activate and deactivate) rather than the current method of creating and destroying for performance related issues.

* **To be completed as part of studio jam, update ‘parenting’ functions to use same method for players hunkering down to the mast**

Players will need to be able to interact with the mast to “*Hunker Down”* so when the *“Whale”* event happens players can save themselves from being thrown overboard.

* **To be completed as part of studio jam, player UI to fill corresponding to % activity complete.**

The UI that is shown below the player should give a visual representation of how long the player will need to interact before the action is completed, this will allow players to determine whether to continue with their current action of if something more pressing appears they should drop their current task and move on.

* **To be completed as part of a studio jam, depending on the situation of the project once all other tasks have been completed. As a team assign new tasks and split this task up accordingly**

As explained in the chat log this task is a contingency task and to be broken down (explanation can be found below) into the tasks that will need completing which will be evaluated once the currently assign tasks have been completed.

**Henry (14 Hours):**

* **To be completed as part of studio jam, resolve any issues made apparent by the merge of different features**

With the merge of the features some issues may become apparent, these will need to be resolves ASAP so that development can continue.

* **To be completed as part of studio jam, ensure correct position of particle systems for dynamic objects**

Ensure that when an event requires the use of particle systems (the whale event, enemy fire, etc.) they are placed in the correct corresponding location.

* **To be completed as part of studio jam, implement enemy ship movement**

The enemy ship should “move” off screen either from Top-Bottom or Bottom-Top on either side of the screen with a UI indicator to show the location of the ship.

* **To be completed as part of studio jam, update enemy ship attack sequence**

While the enemies are moving up and/or down the screen when they are at certain locations, they should fire upon the players ship

* **To be completed as part of studio jam, give each activity a duration property**

Each activity should have its own independent timer associated with that task, for example repairing the deck will take *X* number of seconds while moping the floor will require *Y* number of seconds. This is a blocker to the task assigned to Tom L6G3 – 258 “*To be completed as part of studio jam, player UI to fill corresponding to % activity complete.”*

* **To be completed as part of a studio jam, depending on the situation of the project once all other tasks have been completed. As a team assign new tasks and split this task up accordingly**

As explained in the chat log this task is a contingency task and to be broken down (explanation can be found below) into the tasks that will need completing which will be evaluated once the currently assign tasks have been completed.

***Explanation of Task Split on JIRA.***

1. Select the group project from the dropdown menu.
2. Once the project is selected proceed to the backlog where you can see the current sprint and all issues in the backlog.
3. Right click on the issue that has been assigned for contingency in this case the task L6G3–260 and L6G3–261 both named *“To be completed as part of a studio jam, depending on the situation of the project once all other tasks have been completed. As a team assign new tasks and split this task up accordingly”*
4. From the dropdown menu that appears, select “*split issue”* this will then present you with another menu where you can change the task into other tasks without adjusting the scope of the sprint. (provided the number of hours remains the same).

