**GROUP PROJECT, GROUP 3**

**DATE: 21 January 2019**

TIME: **14:00 – 18:00**

**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)***

* Work towards final functionality of game manager
* Work towards final functionality of water level manager
* Work towards final functionality of UI manager
* Begin work/design of tutorial level
* Confirm functionality of hazard/event timers and player UI

**Item One: Postmortem of previous week**

**What went well**

At the start of the previous sprint Henry shared that he had learnt JIRA tasks could be split into smaller tasks during an active sprint. Team agreed that this would suit our studio-jam development style well. It allowed our priorities to change within jam as it became necessary (which it did this sprint), while the defined essential tasks could also be completed.

Team was able to identify availability for work and arrange studio-jams. Team used this time to accurately estimate tasks that could be completed.

Team discussed the project following the Christmas period, confirming priorities, proposed changes and the steps to MVP. This aided with assigning work and focusing the group during the sprint.

**What went badly**

Team was not able to complete all tasks defined in the JIRA sprint as project priorities changed due to the work completed within the jam – also contributed to by reduced availability (caused by Christmas period commitments and organizing GGJ).

**Tutor feedback received**

Team benefitted greatly from arranged to meet with Chris Janes who was able to discuss various methods of implementing functionality within the game.

**How the next sprint can be improved**

Continue to use the ‘split task’ functionality within JIRA to improve team’s ability to prioritise work within studio-jams.

Team will aim to complete all tasks not completed during the previous sprint.

Continue to work as per the structure agreed to avoid repeats of merge conflicts experience previously.

Continue to negotiate tasks and times as a team to best identify appropriate assigned estimates.

**Meeting minutes:**

Both members present.

While noting minutes within the meeting, the structure of previous sprint starts minutes was raised. To this stage, each week the team have compared the estimated time to complete tasks against each task’s actual completion time. The team reviewed the minutes folder and agreed there is a general trend of reducing disparity between the estimated and actual times as the project has progressed. Because team members continue to be transparent about task contents, the team is confident that future tasks will continue to be estimated with increasing accuracy and there is no longer a need to continue with this structure.

Team also note that the minute taker must find and compare each of these times, which often adds approximately 30minutes to their group management time in a given sprint.

Team also agree that the structure of the previous sprint was the most successful and suited to studio-jam development (i.e. assigning highest priority tasks as fully defined tasks within JIRA, then assigning a remaining block of “jam-time” which can be split into subsequent tasks on JIRA.

Team agree that this was helpful, as allowed us to work flexibly to address any modifications that became necessary from completion of other tasks and even address issues we predicted would need working through later in the project that actually became a priority because of the other work completed in the sprint (unforeseen interactions within code).

Team will continue to structure sprint tasks in this way.

Reviewing the projects progress, the team agree that the highest priority is now updating the current versions of the game manager, water manager and UI manager to versions suitable for playtesting – before then moving on to producing a tutorial level.

Team confirmed this by combing the backlog and amending/adding/removing user stories to reflect the team’s current objectives to MVP.

Because of continuing reduced priority due to external commitments over the Christmas period and having to reserve time for the organisation of GGJ (as well as the overrun of some tasks from the previous sprint, for the same reasons) team will operate on reduced hours this week.

Team also agree that for this sprint the team should work through related tasks together – because the revisions made to game managers and resulting game functionality will need to be understood completely by both team members moving forward so later development will be made more efficient.

From the backlog the team negotiated and agreed the sprints tasks. Team will continue to use ‘studio jam time’ and the ‘split’ functionality within JIRA to allow for a more appropriate workflow as in the previous sprint.

Team began the studio jam by confirming functionality included within the last sprint was functional.

Once minor improvements had been made to make the code more robust, the team moved onto working through tasks as a team.

Defined, high priority tasks were tackled first. Team will then use ‘studio jam’ time as appropriate to define the remainder of the sprint.

Team were able to make progress regarding the game manager, timer UI and redesign of the crow’s nest UI (UI manager) and aim to have this finished once the next studio-jam has been completed.

Team do note that there are potential improvements to be made regarding the crow’s nest UI. The team has iterated on the code structure of the manager repeatedly, though believes its design can still be improved, though no longer as a priority.

When other tasks have first been tackled and this area becomes a priority, team will seek tutor advice and amend the script.

Next jam scheduled for Wednesday 23/01/2019 @ 14:00. Studio-jam ended.

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

**Tasks for the current week:**

**Tom (10 Hours):**

* **To be completed as part of studio jam, update game manager (2h)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a manager capable of assessing the number of current tasks, comparing their frequencies then using this to drive logic which will decide when and which task to activate next.

* **To be completed as part of studio jam, update UI manager (2h)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a UI manager which displays images to indicate which event is about to occur. Relevant directional hints and images must be shown. Manager should also display the images in priority order as per the design document.

* **To be completed as part of studio jam, update water level manager (1h 30m)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a water manager which monitors active hazards and ship damage, modifying the rate of water rise and amount of water on the ship deck over time.

* **To be completed as part of studio jam, update bailing behaviour (30m)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a water manager which responds to the players interaction with the bucket interactable, modifying the ingress of water to the deck.

* **To be completed as part of studio jam, give each activity a duration property (2h)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should associate a time with completion of each hazard/task. This should be visually represented by the active players UI indicator. All variables must be exposed in the unity editor for rapid future amendments.

* **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 (2h)**

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 (10 Hours):**

* **To be completed as part of studio jam, update game manager (2h)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a manager capable of assessing the number of current tasks, comparing their frequencies then using this to drive logic which will decide when and which task to activate next.

* **To be completed as part of studio jam, update UI manager (2h)**

Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a UI manager which displays images to indicate which event is about to occur. Relevant directional hints and images must be shown. Manager should also display the images in priority order as per the design document.

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Team members must work together to ensure a shared understanding for the remainder of development. Completed task should yield a water manager which monitors active hazards and ship damage, modifying the rate of water rise and amount of water on the ship deck over time.

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***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).

