**GROUP PROJECT, GROUP 3**

**DATE: 23 January 2019**

TIME: **13:00 – 17:30**

**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

**Meeting minutes:**

Both members present.

Team continued with work from Monday’s studio-jam.

Working together team confirmed the highest priority tasks (game manager, UI manager and water manager) complete.

Team used remaining jam time, reserved within the ‘split task’ – allocating it to:

* Confirmation of function and revision of enemy behaviours – Team (2h)

Team then began working through the remainder of the defined tasks. Though not able to be completed within the assigned times, team made progress toward implementing a timer for each event and reflecting its completion within each players UI.

While the team was not able to complete all tasks within the remaining time, both team members have agreed to attempt to complete tasks individually this sprint (although personal commitments are likely to prevent this). Both members will notify their counterpart should they have capacity to continue work.

If completion is not possible within this sprint, the team are confident outstanding work can be completed within the coming sprint once semester 2 begins and team member availability returns to normal levels.

Team assessed the JIRA backlog, confirming that it is reflective of our current position.

Highest priorities for the coming week were discussed, with the team agreeing to focus all efforts towards reviewing the design of a tutorial level and implementing as much of it as possible within the sprint to enable playtesting as soon as possible.

Team considered the tutorial level and agreed that the UI for the ‘distance to level end’ should be replaced by a simple timer. The team feel that rather than periodically display this to players, the constant timer will be another element for players to focus on and manage alongside other objects, while also benefiting the game functionality by reducing the number of simultaneously active UI elements which will result in more available screen space for gameplay.

Next jam scheduled for Monday 28/01/2019 @ 10:00. 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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* **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.

***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).

