**GROUP PROJECT, GROUP 3**

**DATE: 24 January 2019**

TIME: **14:15 – 16:30**

**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.

Although the next team jam had been scheduled for 28/01/2019, both team members advised they had availability to work for several hours on the 24th, so decided to continue work within an additional studio-jam.

Team revisited discussion of yesterday regarding whether icons or clock timers should be used to represent distance to level end. Team has also proposed revised design of a timer bar.

Team discussed which implementation will be the most intuitive while also creating the greatest sense of pressure.

Discussion lead the team to reconsider the UI crows’ nest, specifically the rock event indicator. Current design would see the rock bubble remain active for an extended period, with the background colour of the bubble changing over time to indicate the countdown. Team now consider this design to be less optimal as players will need the experience to repeat several times to ‘feel’ when the colour matches the maximum value – holding the bubble open for longer also restricts the available screen space and maximum notification number as was the primary problem with the distance to end of level notification.

Team will produce 3 implementations of each timer for playtesting (crows nest UI bubble, clock-timer, and progress bar) to see which is most effective at conveying status to the player while making the danger appear more imminent.

Team spent the remainder of the jam implementing these UI variations and improving/testing interactions between the newest manager updates and updating behaviours.

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.

* **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.

***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).

