**GROUP PROJECT, GROUP 3**

**DATE: 29th January 2019**

TIME: **15:00 – 20:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** A2.07

**Minute Taker: Henry Crofts**

**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**

Team was able to hold studio jams during the week to increase team productivity, this allowed us to work on all the managers in the game trying finish their implementation.

Team discussed what will be needed to start working towards finishing a tutorial level / first level, since most events are completed, team just needs to ensure that each event has a timer and they work together.

**What went badly**

Henry left some tasks in “In Progress” and forgot to log them as done, however there were 8h of tasks uncompleted by the team in the previous sprint, 4h of contingency hours and 4h getting the tasks timer durations set up correctly. This was caused by some issues developing for the team members and the weekend being used for the Global Game Jam, however this shouldn’t have happened, and team will work towards ensuring this doesn’t affect future development.

**How the next sprint can be improved**

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

Ensure a meeting with Chris is set up and potentially a meeting with either Rob or Dave to discuss the design of the game.

**Meeting minutes:**

Both members present.

Team started by discussing the previous sprints tasks, evaluating what went well and what went badly, we then moved onto a code review, where each member went through the scripts they had created while outside of a studio jam and ensured that both members knew how the scripts work and understood how they could edit them, this helps if a member is absent during a sprint and one of their scripts needs to be adjusted, ensuring production doesn’t come to a standstill.

Team then started to discuss what tasks should be completed this sprint, with emphasis on the final tweaks for the managers within the game making sure that all managers are able to communicate with the other managers.

While discussing the different managers within a game, the team found that they would need to create an algorithm that would control the spawning of each event within its constraints, the team thought of different ways this could be achieved however decided we will book a meeting with Chris to discuss the best way to achieve this without creating lots of nested “if-statements”.

Team then worked through the backlog of user stories to decide what tasks should be given this week.

Next jam scheduled for Wednesday 30/01/2019 @ 14:00.

Meeting adjourned.

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

**Tasks for the current week:**

**Tom (10 Hours):**

* **Enemy Ship Movement (1h)**

Further develop the enemy movement script to allow the enemy to move from either part of the screen in the correct direction.

* **Enemy Ship Spawn (1h)**

Allow the enemy to spawn at a random location and to be able to check how many enemies are currently active.

* **End of Level Timer (1h)**

Implemented a timer that tracks how long the game has left until the end of the level. This is to be implemented as both a clock and a slider bar, playtesting will be used to determine which to use.

* **Rock Impact Timer (1h)**

Implemented a timer that tracks how long the until the player boat will collider with the rock event. This is to be implemented as both a clock and a slider bar, playtesting will be used to determine which to use.

* **To be completed as part of studio jam, implement player indicator fill for tasks (2h)**

Team should work together to cause the indicator shown underneath the players to fill up in correlation with the time left to complete their current task.

* **To be completed as part of studio jam, Implement cooldown on events (1h)**

Team should work together to implement a cooldown on events to make sure that there is a slight delay between when events are fired.

* **To be completed as part of studio jam, Implemented Task Durations (2h)**

Team should work together to discuss how long each task should take to completed and then work towards implementing that time frame within code.

* **To be completed as part of studio jam, Ensure Event Manager Works Correctly (1h)**

Ensure that the event manager handles the Dictionary correctly holding which events are currently active and removing them correctly from the Dictionary.

* **To be completed as part of studio jam, Ensure Water Level Manager Works Correctly (1h)**

Team should work together to ensure that the water level manager works correctly ending the level when the water level is too high, also raising and lowering the water as required.

* **To be completed as part of studio jam, Ensure UI Manager Works Correctly (1h)**

As a team check that the UI manager works correctly showing the correct events. Spend time fixing any issues with linking into the event manager.

**Henry (10 Hours):**

* **Damage to Player Ship Caused by Enemy Cannons (1h)**

Create the animations and damage values that will affect the player ship once the enemy fires.

* **Implement Crosshair to Show Enemy Ship Aimed Location (1h)**

When the enemy is about to fire, show a crosshair on the player deck that shows where the cannonball will land, allowing players to try and avoid that location.

* **Implement the Enemy Ship Fire Animation to Cause a Cannonball to Land on the Player Ship (1h)**

Implemented the code and animations that allow the enemy ship to fire once certain conditions are met, once the cannons have “fired” a cannonball should land on the player ship where the crosshair is pointing to.

* **Implement Player Cannon Animations (1h)**

Cause the player’s cannons to throb and animate telegraphing to the player that the enemy is within range to fire upon, should the cannon be fully loaded.

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