**GROUP PROJECT, GROUP 3**

**DATE: 30th January 2019**

TIME: **13:00 – 18:30**

**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

**Meeting minutes:**

Both members present.

Team continued working following on from the Jam that took place on the Tuesday.

During this Jam the team worked on adjusting the camera as per feedback they had received over the Christmas period, the main issue testers had with the game was the camera’s location and view, expressing “*It is hard to see what is at the other end of the ship”*.

To overcome this issue the team started working towards rotating the camera round to the side of this ship, this would allow players to see both ends of the ship equally, and since the sides of the ship were not too far apart players would still be able to see that side of the ship.

Once the team had found a camera position they thought would work well, they set out to adjust the other objects in the scene to work with the new camera location, this would include;

* **Enemy Locators –** The enemies within the game are shown as flags that will move up and down the screen to show the enemy location, and to prompt the players when to fire the cannons.
* **Seagulls –** The seagull events needed to be adjusted, moving their spawn points and event triggers as they would consistently get in the way of the camera restricting player’s view.

Alongside adjusting the events to fit with the camera, the team had to plan how the EventManager / GameManager will handle the execution of events during the full game and the tutorial level.

The team also met up with Chris Janes to discuss the algorithm that could be used to handle which events should be fired at set times. The idea that the team have decided to go with is a List<> that will randomly select an event and call the Spawn() function from that event.

Next jam scheduled for Thursday 31/01/2019 @ 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.

* **To be completed as part of studio jam, 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.

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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.