**GROUP PROJECT, GROUP 3**

**DATE: 31st January 2019**

TIME: **12:00 – 12:30**

**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 met with Rob Kurta to discuss the progress of the game over the Christmas Break. We discussed some changes that had been made due to feedback and some of the new features that were added since the last time we presented as a team back in December.

Rob then started to discuss playtesting techniques that we could use and some rules to stick by, such as although our game is primarily for four players. We should try and keep playtesting as consistent as possible and might be easier to initially balance the game for two players, as this would be a much easier group of testers to get to participate, and while adjusting values on our own, the two of us can see the difference.

We also then went on to discuss that the game would be easier to test for two players, as well as it being easier to find two testers, we can find more people to test the game, but also, we would be able to test it across various skill levels. The scope of the project also fits better to balance for two players and then expand upon later.

Rob then explained the importance of working on the development of the core game loop, ensuring that we have all the differing aspects, working individually and with the other events. Menus and other scenes are less important, and should be done within the last stages of polish, once the core game has been balanced.

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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