**GROUP PROJECT, GROUP 3**

**DATE: 4 February 2019**

TIME: **11:15 – 11:45**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *A2.17*

**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

**Meeting minutes:**

Team met with Rob for feedback regarding project management and project direction.

* Rob advised team he is please with approach to project management and had no suggestions for improvement.
* Rob moved onto discussing the projects ease of accessibility, explaining that he considers the games current design and mechanics well designed and that the barrier to players will be in their understanding of events happening during gameplay.
* Rob encouraged the team to be weary of altering designs to ensure that no extra weight is added.
* Rob was pleased the team has been iterating on the crow’s nest UI implementation, but advised the team to seek Dave’s feedback before proceeding to playtesting to ensure the icons are clear, large/scale correct and they telegraph to the player as per the teams intention.
* Team agree Dave will be the best source of advice for improving the games accessibility. Team discussed when to book a meeting with Dave, confirming this will be done as soon as it is appropriate – however the team need to finalise the playable level, before then producing the tutorial. A meeting with Dave will be requested once the team has entered the sprint which commences work on the tutorial so examples can be used as a point of discussion.
* Rob also recommended asking for Dave’s opinion on whether the game is ‘playtest ready’ before requesting playtesting. It will be the teams responsibility to ensure a bug-free experience, but Dave can provide design guidance before testing.
* Rob reiterated the importance of confirming who the game is for: 2, 3 or 4 players. By deciding before playtesting, the team can develop towards a defined goal instead of trying to tailor experiences for different groups which with the development time available will likely result in suboptimal balancing for each whereas developing for the single group has a greater chance to yield a highly polished product.
* Team and Rob agree that playtesting for 2 simultaneous players is the most sensible approach. It will make analysis of player emotions, responses, strategies and timing more efficient and will also make obtaining playtesters for sessions much more reliable (easier to find 2 players than 4).

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

**Tasks for the current week:**

**Tom (12 Hours):**

* **To be completed as part of studio jam, Ensure Event Manager Works Correctly (2h)**

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 (2h)**

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 (2h)**

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.

* **To be completed as part of studio jam, give each activity a duration property (30m)**

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.

* **Reserved task time, will be split task to be allocated during sprint (5h 30m)**

Task to be subdivided into specific tasks once highest priority tasks have been completed.

Team believe manager tasks may overrun anticipated assigned times. All remaining time will be used to address remaining priority issues.

**Henry (12 Hours):**

* **To be completed as part of studio jam, Ensure Event Manager Works Correctly (2h)**

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 (2h)**

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 (2h)**

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.

* **To be completed as part of studio jam, give each activity a duration property (30m)**

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.

* **Reserved task time, will be split task to be allocated during sprint (5h 30m)**

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***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).

