**GROUP PROJECT, GROUP 3**

**DATE: 11th February 2019**

TIME: **14:00 – 15:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *COMMON ROOM*

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

Team continued adapting their tasks to any new issues that became apparent during the sprint’s development cycle. While team continued to hold studio-jams as often as possible to keep up the pace of the project, to make up for lost time and a small team size.

All tasks were completed promptly during studio jams.

**What went badly**

Although all tasks were completed as part of a studio jam, Henry was unable to update some of his tasks on the day due to having to sort out some personal issues, tasks were updated on Sunday, although completed as a studio jam earlier in the week.

Although the team worked continuously during studio jams, a few bugs have appeared throughout the project that the team will need to spend some time fixing before development can continue to move forward.

**How the next sprint can be improved**

Team should prepare how the code structure should work before writing any code, and make sure that it seems logically sound in pseudocode before writing lines upon lines of code, only to find it has some bugs or doesn’t work and then the team must go back and debug some simple errors losing development time.

Ensure that all tasks on JIRA are completed on updated around the same time to avoid confusion and misinforming the burndown chart as to when tasks were completed, unless the meeting minutes are consulted before hand.

**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 event manager
* Work towards final functionality of UI manager
* Begin work of tutorial level
* Fix any remaining bugs present in the project in preparation for playtesting

**Meeting minutes:**

Both members present.

Team evaluated the position of the project to date pointing out which sections still need to be finalized / implemented so that the project will be able to be play tested. These included but not limited to;

* Fixing an issue with the Crow’s Nest where it is not showing the correct sprite for the upcoming event.
* Finishing the bailing of water mechanic by linking it up correctly to the flood manager.
* Finishing the tasks duration and the UI timer to represent it correctly to the player.
* Change the way actions are completed from being held down to pressing ‘A’ and ‘B’ respectively.
* The weighting of events and how they are chosen to be spawned.
* Tutorial
  + Animations to direct the player
  + A tutorial manager to control how the tutorial plays out, step-by-step.

The team is aware that while developing the above functionality, there are also a few bugs that need to be sorted, although most of them are linked with the above functionality, some other behaviours are just not intended. Team will also be aware that while development continues more bugs have potential to appear and the team will be ready to immediately start working on them to ensure that the game is able to be play tested next week.

Next jam scheduled for Wednesday 13/02/2019 @ 9AM.

***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 the Crow’s Nest displays the correct sprite (2h)**

Currently the Crow’s Nest speech bubbles are not showing the correct sprite, when an event is triggered and are not changing dynamically. Investigate this issue so that the speech bubbles link to the correct corresponding events.

* **To be completed as part of studio jam, ensure each event has a completion duration (1h)**

Each task should have a duration for how long the player will be interacting with the task, to help slow player’s down and make it more frantic as players are watching their player complete their task.

* **To be completed as part of studio jam, ensure player’s action UI fills up appropriately corresponding with their task (2h)**

With each task having an event, this should link in with the player’s UI indicator, and fill up appropriately to show how long is left on the task so the player has a rough understanding of how long they have until they can move onto the next task.

* **To be completed as part of studio jam, finish implementing the bailing water functionality (30m)**

Build upon the framework that has already been implemented for the bailing water mechanic, fixing the apparent bugs.

* **To be completed as part of Studio Jam, link the bucket’s bailing water to the FloodManager. (30m)**

Once the framework for the bailing water has been finished, ensure that it works in harmony with the FloodManager to control the level of water on the deck.

* **To be completed as part of Studio Jam, change the player controls to have an action and cancel button, rather than a single button. (1h)**

Change player controls to have an action and a cancel button, this helps with events and also will help to clarify and keep consistency as players have a canceled button but can’t be used on every task as of yet.

* **To be completed as part of Studio Jam, implement dynamic weighting on the events so the EventManager can switch up and control the flow of the game to a higher quality (2h)**

Dynamic weighting needs to be implemented so that the EventManager can try and ensure events are distributed evenly, so that there isn’t just a string of seagull events which would make the game too easy.

* **To Be Completed as part of a Studio Jam, start implementing animations as spoken about in meetings to help guide the player through the tutorial. (1h 30m)**

As mentioned within the meetings, animations will be placed around the level that will activate when required to help guide the player’s to certain situations before more events are activated.

* **To be completed as part of a Studio Jam, implement a tutorial manager that will control all animations and crow’s nest callouts ensuring events are fired off based on triggers, as seen previously in a GCD talk (Dill and Graham, 2016). (1h 30m)**

As planned within previous meetings, implement a tutorial manager that will control the pace of the tutorial and as mentioned by (Dill and Graham, 2016) have a trigger based system that will activate once certain conditions are met.

**Henry (12 Hours):**

* **To be completed as part of studio jam, ensure the Crow’s Nest displays the correct sprite (2h)**

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***Bibliography***

Dill, K. and Graham, R. (2016). *Quick and Dirty: 2 Lightweight AI Architectures*. [online] Gdcvault.com. Available at: https://www.gdcvault.com/play/1023602/Quick-and-Dirty-2-Lightweight [Accessed 3 Feb. 2019].