**GROUP PROJECT, GROUP 3**

**DATE: 11th February 2019**

TIME: **10:30 – 11:15**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *COMMON ROOM*

**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 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 had their weekly meeting with Rob, where the team discussed the progress of the project, and some of the issues we had run into over the past sprint and some of the bugs that were present in the project.

Rob then went over some of the areas we will need to focus on over the next couple of sprints making sure we are fully prepared for *Playtesting.*

Some of the points made are as follows;

* Make sure that a definite deadline is in place, sometimes teams forget the deadline and overrun, which means there is less time for playtesting and polish.
* Try and fix as many bugs as we can before playtesting, as we don’t want to hand out a broken game that cannot be tested. However, some bugs may only become apparent once other people start testing the game as they may act in a different way to what we have been trying / expecting.

Rob also suggested a way to increase the number of testers we can get, we should build an executable file and send it out for people to test and fill out a questionnaire rather than just using live testing. The team was also reassured that the game will not be a finished product but we are trying to pull out the most valuable experience from the game, and focus on making it as fun and polished as we can within the timeframe given to the team. Everything will be a placeholder asset and as a team of *programmers* we should focus on the functionality of the game above all else because if we get an artist into the team later then all the assets will be rendered useless anyway. The only part the team needs to make sure is that players understand the game with the placeholder assets and can understand what is happening at any given moment.

Rob then went on to reaffirm to the team that they should focus on balancing the game for 2 players rather than 4 at this stage, as it will be easier to find 2 new players than 4 each time we test the game.

To finish, Rob suggested that the team read into Jesse Schell to find out interesting ways to create a questionnaire for the play testers, asking questions such as “*when did you feel the smartest”*.

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):**

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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].