**GROUP PROJECT, GROUP 3**

**DATE: 11th February 2019**

TIME: **10:30 – 11:15**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *A2.16*

**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 started working on fixing issues that were happening with the crow’s nest not showing the correct images when the animations played, this would ruin the player’s experience as they wouldn’t be able to understand what is going on, therefore this was of quite high priority. Once the team managed to fix the issues with the UI we noticed some issues with the Event Manager and the spawning of tasks. After attempting to fix this issue ourselves we set up a meeting with Chris Janes who explained where we had gone wrong within some other scripts and helped us to understand the logic of the dynamic weighting for the events. Once the team had finished meeting with Chris we set out to fix the issues with the Event Manager.

Once we had finished the above tasks, the team then moved on to creating a tutorial level, designing and implementing various animations and triggers to play within certain conditions, to help the player understand what they need to do. Once some animations had been implemented the team then went on to create a Tutorial Manager which will control the conditions that will help take the player’s step by step through the tutorial.

Next jam scheduled for Monday 18/02/2019 @ 10:30AM with Rob Kurta.

***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].