**GROUP PROJECT, GROUP 3**

**DATE: 18 February 2019**

TIME: **14:00 – 17:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *COMMON ROOM*

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

Team have continued holding consistent and frequent studio jams. All tasks for the last sprints have been completed within studio jams. This has aided team members understanding of the project and continues to make improvements and revisions efficient.

Teams communication in and out of jams continues to be clear and continuous.

The above two points have ensured the team has adapted to any new issues that have become apparent during the sprint’s development cycle.

Team were able to collaboratively define the outline of the introduction of tutorial events. This puts the team in a good place at the beginning of sprint 19 to understand the work expected and to then delegate tasks to work towards implementation of this tutorial plan.

**What went badly**

Although the team were able to complete work within the sprint, due to outside circumstances Henry became unavailable to advance his JIRA tasks to be completely reflective of actual progress.

Team have become aware of inconsistent behaviour regarding the ship hold menu (which the team was confident was robust). This will need to be repaired as soon as possible during this sprint.

**How the next sprint can be improved**

Team should attempt to continue to complete work exclusively during studio jams. This will allow the team to ensure all elements of tutorial production are compatible and can be combined without issue.

Although the team have always pre-planned code structure, periodically revisiting this moving forward will help to avoid costly reworks like those the team have already had to implement.

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)***

* Identify and fix outstanding bugs
* Continue development of tutorial level
* Consider possible design modifications to encompass the increased complexity discussed with Rob Kurta 18/02/19
* (depending on level of progress made with tutorial level) seek feedback from Dave Pimm on methods of improving the tutorial design

**Meeting minutes:**

Both members present.

Team began meeting by discussing the feedback received from Rob Kurta in the morning.

Team agree that the tutorial is top priority.

Team also acknowledge points raised in discussion with Rob which highlight the potential importance of progressive challenges (inclusion of different ammo types to attack different corresponding enemy types). Team have discussed this frequently before, following previous meetings with Rob, though now have more belief in the success of it’s implementation once early playtesting has identified the direction development should take.

The team reviewed the document containing the step-by-step of the players tutorial experience and confirmed that the design is still suitable.

Despite development of the tutorial being of the highest priority this week, the team must address known bugs before being able to continue.

To begin work, the team stress-tested the current build – focusing on the most recently implemented features. Minor issues were identified:

* water level/bailing rates (which while require playtesting are currently far too imbalanced)
* buoyancy of interactable deck items (although not game breaking, behaviour is slightly undesirable due to defined rotation angles)
* cancelling of current action (functional, though repairing the deck and loading gunpowder were identified as not returning the use item if cancelled prior to action completion)

The team used the remainder of the Monday studio jam to fix these issues.

Team have planned jams for both Wednesday 20/02 and Thursday 21/02 this week. Team have discussed the potential of working under reduced hours this week due to deadlines from other modules. Team will operate under a reduced schedule of 8 hours this week - though will revisit this decision and review options on Wednesday 20/02.

Because of the reduced hours, to remain as productive as possible this sprint the team will not share tasks that do not absolutely require two programmers for completion – though all tasks will be allocated with the requirement to be completed as part of a studio jam so both team members remain aware of the specifics of development.

Team will plan the sprint with 10 hours allocated to each team member. If this requires amendment later in the sprint tasks will be adjusted to increase/decrease expected work time.

The ‘reserved task time’ JIRA task will be used to adjust available work time.

Next studio jam arranged for Wednesday 20/02/19 @ 10:00.

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

**Tasks for the current week:**

**Tom (10 Hours):**

* **To be completed as part of studio jam, stress-test the build to identify any functionality issues (2h)**

Team is already aware of irregularity of ‘Ship Hold UI Menu’ irregularity and ‘WaterManager’/’WaterBailing’ rates being too far out of proportion.

Team must use the remaining task time to search for further issues and rectify all found.

* **To be completed as part of studio jam, create agreed tutorial level animations (1h 30m)**

Animations must be produced as per the team discussion 18/02/19, with the aim of attracting the players attention.

Animations to be produced for:

* + Cannon
  + Mast
  + Hold
  + Wheel
  + Torch
  + Bucket
  + Mop
  + Brazier
  + Large Crow’s Nest UI Speech Bubble
* **To be completed as part of studio jam, create agreed tutorial level particle systems (1h)**

Particle systems must be produced as per the team discussion 18/02/19, with the aim of attracting the players attention.

Particle system to be produced:

* + Pulsating ring, able to be dynamically repositioned at any game object or UI element.
* **To be completed as part of studio jam, ensure all prompts have corresponding Crow’s Nest sprite (1h 30m)**

Sprites must be prepared as per the team discussion 18/02/19. All prompts must be displayed from the Crow’s nest UI. Team must ensure the following compatible sprites are available for display:

* + Whale
  + Enemy Flag
  + Hole
  + Wood
  + Cannonball
  + Gunpowder
  + Hold
  + Torch
  + Mop
  + Rock
  + Wheel
  + Seagull
  + Seagull Mess
* **To be completed as part of Studio Jam, implement structure of algorithm which will introduce activities (3h)**

Structure must be created by both team members which is exclusive to the tutorial level.

The script(s) must be able to play created animations, trigger crow’s nest UI changes, trigger created particle system, spawn objects as required.

The script must implement custom behaviors for many of these more specific activities which will be unique to the tutorial level.

These specific requirements will be defined in subsequent tasks.

* **Reserved task time, will be split task to be allocated during sprint (1h)**

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

To be used as a method of adjusting to changing availabilities this sprint.

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

**Henry (10 Hours):**

* **To be completed as part of studio jam, stress-test the build to identify any functionality issues (2h)**

Team is already aware of irregularity of ‘Ship Hold UI Menu’ irregularity and ‘WaterManager’/’WaterBailing’ rates being too far out of proportion.

Team must use the remaining task time to search for further issues and rectify all found.

* **To be completed as part of Studio Jam, implement structure of algorithm which will introduce activities (3h)**

Structure must be created by both team members which is exclusive to the tutorial level.

The script(s) must be able to play created animations, trigger crows nest UI changes, trigger created particle system, spawn objects as required.

The script must implement custom behaviors for many of these more specific activities which will be unique to the tutorial level.

These specific requirements will be defined in subsequent tasks.

* **To be completed as part of Studio Jam, implement enemy ship tutorial behaviour (2h)**

As per the word document ‘tutorial flowchart plan’ created in the previous sprint and as per group discussion 18/02/19, create the tutorial for introduction of the enemy ships, cannonfire, deck damage and water level.

* **Reserved task time, will be split task to be allocated during sprint (3h)**

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

To be used as a method of adjusting to changing availabilities this sprint.

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

***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).

