**GROUP PROJECT, GROUP 3**

**DATE: 18 February 2019**

TIME: **10:30 – 11:00**

**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)***

* 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:**

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 is keen for group to begin playtesting as soon as an available tutorial build is completed. Team have advised they expect to be able to show early playtesting within the next group project presentation.
* Rob reinforced the need to iterate based on regular and frequent testing each sprint.
* Rob asked to see the current build. The team did clarify that in no way has a tutorial been implemented yet. Rob played the game and was visibly confused, with the team instructing him pointing out hazards, objectives and steps needed.
* Rob understands the game after ‘playing’ it, though did advise the team that he found the game too taxing in terms of actions to be performed. Rob explained ‘plate-spinning’ games he is familiar with often purposefully do not include action buttons and that they simply enact the next step in behaviours based on the players proximity.
  + The team did explain that this would potentially cause frustration within players as they try to perform an action on a specific object, but as the level progresses and becomes more cluttered this may result in proximity triggering automated actions on the wrong object – meaning that player planning becomes redundant and the teams ability to plan and adapt will be reduced.
  + Despite this possibility, the team fully acknowledges Rob’s advice, and appreciate that the inclusion of action buttons may be negative as they potentially add unnecessary complexity. The team believe that the action buttons are suited to the psychographic of the game, but only playtesting will be able to confirm this.
* Rob advised that complexity can be added to ‘plate-spinning’ games by including various simultaneous requirements – such as different pizza recipes that need to be served in a kitchen game, with each one operating on a timer and when the timer runs out that order is no longer fulfillable rendering the players efforts useless and a hindrance to future recipes.
  + Team advised Rob that we have already designed a take on this, should the game require further complexity – red and blue enemies, requiring red and blue gunpowder to be shot at the corresponding ship in order to destroy it. The timer serving as the lose condition for each ship leaving the screen before firing on the players. This will also necessitate greater communication and team play in order to manage the game configuration, which the team expect to heighten the emotions we have designed for.
  + The team will wait for playtesting feedback before deciding on whether this design should be implemented/how it should be implemented.
* The team has advised Rob of their intentions to seek advice and feedback from Dave once the tutorial is underway. Rob was pleased the team are considering this and highlighted how valuable this will be to the games success.

***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).

