**GROUP PROJECT, GROUP 3**

**DATE: 20 February 2019**

TIME: **15:00 – 20:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *PROGRAMMING ROOM*

**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:**

Both members present. Meeting start delayed due to additional help requested from level 4/5 following the Wednesday level 4/5 group project module.

Team used the jam to officially begin implementing the designed tutorial.

Team discussed and designed how the tutorial will be implemented in terms of code and classes. The team did find several issues with the current implementation of classes and the compatibility of a new tutorial manager, agreeing that a reformatting of existing structures would be the best approach – but ultimately deciding that the tutorial cannot have further delay and this re-writing will take place once the tutorial development is underway, playtesting has begun, and tutor feedback can be sought.

For now, the team agree that to best structure the tutorial experience the structure should generally take the form of a long switch/case which then applies constraints to the usual game manager to restrict gameplay occurrences to introduced activities.

Team began implementing this together. To work more efficiently to capitalise on the teams reduced availability this week – as was agreed at the las meeting, Henry continued working towards producing up the ‘enemy’ portion of the tutorial while Tom finished producing tutorial animations/particle systems/UI images and animations (tasks made specifically for each element in JIRA and detailed below).

Once Tom’s tasks were completed he returned to working alongside Henry on implementing the enemy tutorial.

Task overran due to time taken implementing, then testing functionality. This was necessary as each part of the new functionality depends on successful triggering of the previous function. A time delay not fully accounted for when allocating tasks at the sprint start.

Team used the remainder of the studio-jam to continue working towards producing the enemy element of the tutorial session.

The team were unable to complete the task during the session and found that the tutorial manager logic was difficult to implement as many game elements do not share base class functionalities/common entry points.

Team have agreed that provided a tutorial can be implemented for playtesting purposes, the team will seek the advice of tutors (Chris for programming problem) regarding how to proceed.

While the game is functional, and the current features can be edited individually, any significant modifications or additions to mechanics based on feedback will likely prove difficult to implement – especially if they require inclusion within the tutorial level.

Though the team agree that the absolute priority is to produce a playtestable tutorial segment.

Once this segment introducing the enemy behaviours/activities/hazards is implemented, the team will conduct playtesting sessions to confirm whether the tutorial design is understood by testers. The team will then also seek the advice of Dave for his feedback.

The team hope that getting feedback regarding the tutorial after each segment is implemented will help to reduce the impact on development time that would exist if the entire tutorial was implemented, and then required a significant overhaul.

The team have also begun to consider the next group presentation on Thursday 28/02/19. The team aim to have footage of the enemy tutorial segment to present during the presentation but are also keen to improve upon our presentation skills.

Team have agreed that a meeting with Eddie will be scheduled following the presentation to get specific feedback/advice on how future deliveries can be improved.

Before ending the jam, the team reviewed their task progress, progress to next milestone and remaining team availability this week.

The team agree that reduced hours will be required in order to best manage individual workloads across modules. The JIRA tasks will remain un-edited at 10 hours total, although the team realistically now expect 8 hours to be logged during this sprint.

Reserved task time has been updated to assign both members to continued development of the enemy tutorial segment.

Due to unforeseen outside circumstances the team are unable to hold a physical studio-jam on Thursday 21/02/19 as planned, and instead will hold a discord jam to complete tasks and review availability.

Next studio jam arranged for Thursday 20/02/19 @ 14:00.

***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.

* + **Reserved task time: Continue tutorial script to introduce enemies to the player (1h)**

Reserved task time assigned to continuation of work on the tutorial level (enemy introduction).

**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.

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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)**

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

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***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).

