**GROUP PROJECT, GROUP 3**

**DATE: 21 February 2019**

TIME: **14:00 – 16:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *DISCORD CALL*

**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.

Team began the meeting by discussing their availability. Team agree that due to pressure from deadlines of other modules, as well as restriction in personal schedules that marginally reduced hours are required this sprint.

The team agree that the best approach is to continue working through tasks in priority order for the remainder of the studio-jam and all additional time that can be contributed, with any tasks that are incomplete being reviewed and reassigned next sprint.

Highest priority task remains configuration of tutorial process and introduction of initial tutorial segment: enemies and enemy activities.

Team worked towards full implementation of this tutorial segment but ran into issues with code structure and the logic of implementation based on existing code that was not directly compatible.

Team resolved this as well as possible in the available time, playtesting the tutorial level as a pair after making changes to ensure the outcome was suitable – if not revisions would be made and the code reimplemented.

Tutorial progress was made during the jam, but the team were unable to fully complete the assigned tasks.

Current tutorial stage has been developed to allow crows nest images, visual effects and animations to direct player through the sequential stages to prepare the cannon.

Enemy encounter and repairing of damaged deck is still to be implemented.

This task will be included within the following sprint to receive playtest feedback prior to the presentation.

Team continue to believe that once this initial tutorial phase is implemented, it should be play tested and tutor advice sought (Chris for code structure, Dave for tutorial design, Rob for tutorial design).

The team hope that any feedback given at this stage will allow time to implement a redesign if it is required – mitigating some of the redesign risk later in development.

Team will review tasks at the beginning of the next sprint, both agreeing that a playable tutorial segment is the highest priority.

Because of the Final Project module presentations on Monday 25/02/2019, the next studio-jam has been arranged for Tuesday 26/02/19. Time to be arranged closer to the date.

***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.

* **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.

* + **Reserved task time: Continue tutorial script to introduce enemies to the player (3h)**

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

***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).

