**GROUP PROJECT, GROUP 3**

**DATE: 26th February 2019**

TIME: **14:00 – 16:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *COMMON ROOM*

**Minute Taker: Henry Crofts**

**Item One: Postmortem of previous week**

**What went well**

Team continued to hold studio jams to increase development time of the tutorial level. Tutorial level is now beginning to get to a stage where playtesting is possible of certain parts which the team believes will be a focus of the upcoming sprint.

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

**What went badly**

Some tasks although the time allocated on JIRA was completed, the task itself remained unsolved and had to be put back into the backlog so the team can continue to develop and resolve the issues.

Some time was taken away from Group Project to work on the Final Project module as we had a presentation to present on Monday 25th February 2019.

**How the next sprint can be improved**

Team should now focus on playtesting and receiving player feedback to help with future development of the project.

Ensure that all tasks are completed on JIRA and team is made aware of tasks that have had the time used but are still deemed incomplete.

**Overall aims of the current sprint *(Detailed tasks, user stories and time allocations are tracked on JIRA)***

* Work on developing the next stages of the tutorial
* Playtesting
* Tutor feedback – Chris Janes

**Meeting minutes:**

Both members present.

Team began by discussing the current situation of the tutorial, what few fixes if any that will need to be implemented before playtesting can start and what recordings will be needed for the presentation on 28th February 2019.

Once team had identified all bugs within the tutorial level, work began to fix the issues. Some of the issues we because of how the code was structured and team agreed to book a meeting with Chris for some aid. Team also identified that the timers for the activities were not working correctly which also needed to be fixed as soon as possible.

Next studio jam arranged for Wednesday 27/02/19 @ 10:00.

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

**Tasks for the current week:**

**Tom (11 Hours 30 Minutes):**

* **To be completed as part of a studio jam, continue tutorial script to introduce enemies to the player (1h)**

Finish implementing the tutorial manager causing enemies to enter the scene at the correct time.

* **To be completed as part of a studio jam, playtest the tutorial level in its current state (1h)**

Set up in the common room of the Atrium building and ask fellow students to playtest the game to see and record their reactions. The primary aim of this round of playtesting is to see how players respond to the UI of the tutorial and how they understand/interpret the directions the game gives them.

* **To be completed as part of a studio jam, expand upon the tutorial manager to guide players through the game (3h)**

Continue working on the tutorial manager working on the following segments

* + Seagull
  + Whale
  + Rocks

Ensure the game holds at each segment to allow players to understand what is going on and how to react.

* **To be completed as part of a studio jam, edit recordings of playtesting for presentation (30m)**

Edit recordings of playtesters into 20 second max segments to be show on the presentation. Select which videos to include.

* **To be completed as part of a studio jam, build presentation ready for Thursday 28th Feb (1h 30m)**

Create the presentation for the fourth presentation as per Rob Kurta’s guidance in his email. Including playtesting footage, we have collected.

* **To be completed as part of a studio jam, speak to Chris Janes about restructuring some class to help become more robust (30m)**

Speak to Chris about implementing timers to the task duration and ask about some optimization of some of the classes.

* **To be completed as part of a studio jam, finish implementing player UI to show time remaining to complete task (1h)**

Cause the player indicator below the player to fill up as the player is completing their task, if player stops interacting empty the circle again.

* **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.

**Henry (11 Hours 30 Minutes):**

* **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.

* **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.

* **To be completed as part of a studio jam, continue tutorial script to introduce enemies to the player (2h)**

Finish implementing the tutorial manager causing enemies to enter the scene at the correct time.

* **To be completed as part of a studio jam, playtest the tutorial level in its current state (1h)**

Set up in the common room of the Atrium building and ask fellow students to playtest the game to see and record their reactions. The primary aim of this round of playtesting is to see how players respond to the UI of the tutorial and how they understand/interpret the directions the game gives them.

* **To be completed as part of a studio jam, edit recordings of playtesting for presentation (30m)**
* Edit recordings of playtesters into 20 second max segments to be show on the presentation. Select which videos to include.
* **To be completed as part of a studio jam, build presentation ready for Thursday 28th Feb (1h 30m)**

Create the presentation for the fourth presentation as per Rob Kurta’s guidance in his email. Including playtesting footage, we have collected.

* **To be completed as part of a studio jam, speak to Chris Janes about restructuring some class to help become more robust (30m)**

Speak to Chris about implementing timers to the task duration and ask about some optimization of some of the classes.

* **To be completed as part of a studio jam, finish implementing task durations (30m)**

Finish implementing task durations for the cannon when loading in the cannonball and gunpowder.

* **To be completed as part of a studio jam, fix bugs with different task durations (30m)**

Fix any issues that become apparent from the change in the code base to accommodate for the implementation of the timers.