**GROUP PROJECT, GROUP 3**

**DATE: 27th February 2019**

TIME: **10:00 – 18:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *A2.07*

**Minute Taker: Henry Crofts**

**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 worked to continue completing the enemy segment of the tutorial where player’s will be first introduced to the enemy mechanic. The segment shows players how to load the cannons and when to fire them, it also shows players what happens when they miss the shot on the enemies and how to repair the deck.

There were some bugs that needed to be fixed before we could continue onto the playtesting stage, these bugs included but not limited to;

* Hold animations not firing correctly
* Crow’s Nest showing the wrong icon for each event
* The game not “pausing” while the player completed their action (tutorial only feature).

There was also an issue with the controls for player two where, when they interacted with the hold they would receive multiple items.

Once the team had finished fixing the bugs and ensuring the tutorial sequence fired the events at the correct time the team found some students in the labs to playtest the game, the following as some quotes.

* “Oh, those are recharge timers, we were waiting and couldn’t tell we were holding the items, they were too small.”
* “Can we both do it at the same time?”
* “Oh, the planks are for repairing!”
* “How do you lower the water level?”
* “Oh, now we’re under attack”
* “Can you do something it’s not telling you?”
* “Can I fire the cannon now?”

Overall the teams feel the playtesting was a success and has shown us some issues that as a team we will need to work to overcome.

Once the team had completed their playtesting, we then set out to edit the videos we had collected and start creating the PowerPoint ready for the presentation on Thursday 28th February.

*Next studio jam arranged for Monday 04/03/19 @ 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.