**GROUP PROJECT, GROUP 3**

**DATE: 4 March 2019**

TIME: **20:30 – 21:15**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *DISCORD CALL*

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

* Team was able to begin early playtesting, obtain player feedback from the project psychographic and present this within the group presentation.
* Feedback received from the presentation was largely positive.
* Team has continued to hold studio jams which still prove to boost team efficiency.
* Teams communication in and out of jams continues to be clear and continuous.

**What went badly**

* Team did not estimate the length of some tasks with complete accuracy. Task relating to the development of the tutorial level overran, many significantly. This resulted in some lower-priority tasks not being fully completed and having to be placed in the backlog for completion at a time later in development.
* Towards the end of the sprint, the team failed to update JIRA in real time. While the number of hours logged was eventually done accurately, the date/time of logging hours was incorrect.

**How the next sprint can be improved**

* Continued frequent and clear communication to help the team continue effective development regardless of the fact both team members have reduced working hour availability and impacted availability to communicate during the sprint.
* Ensure that JIRA is updated in real time and any update given by team members is accurate to mitigate any confusion between team members as communication is reduced from normal levels.

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

* Review feedback received from tutors during the previous sprint
* Review feedback received from playtesters during the previous sprint
* As a team, iterate on the design of the tutorial
* Conduct research into how more relevant and important feedback can be obtained from playtesters
* Reimplement much of the existing functionality to allow for far more efficient future iterations

**Meeting minutes:**

Both members present.

Team meeting began with Tom talking Henry through the contents of the morning tutor meeting with Rob and the direction the team received.

*Please refer to meeting minutes: TUTOR MEETING 2019.03.04 within the git repository.*

Both team members agree all tutor advice given is accurate and will be taken on board in the coming sprints to improve the team’s development process.

Team particularly appreciate Rob’s advice to consider how the players encounter each tutorial stage, and that stripping any excess elements away will help players avoid distraction, confusion and better associate the intended items/actions with what we intend.

The advice to consult design tutors/temporarily recruit design students to assist with visual cues is also something the team wish to pursue.

Team then moved onto discussion of the team’s availability this sprint.

Both team members have reduced availability due to personal issues (Henry: son’s health issues, Tom: major surgery of close family member).

Tom will not be able to attend university for the remainder of the week or attend a physical team meeting for remainder of this sprint. Due to this, the team have agreed it is of paramount importance for this meeting to accurately dictate the remainder of the sprint so both team members share an identical understanding of the sprint requirements should they not be able to communicate in detail until the start of the following sprint.

Team also agree that as a studio jam is not possible this sprint, design iterations should be postponed until they can be accurately discussed in person. Both team members will independently consider design alterations as part of their assigned tasks, though none will be implemented until formally discussed at a physical team meeting to ensure mutual understanding.

Instead this week’s tasks will be refocused to research tasks to yield more appropriate playtest feedback for the team and rewriting existing code functionality to make future iterations more efficient.

Tom confirmed the above with Rob who agreed the changes are necessary in response to the team members’ situations and still benefit the projects development.

Team moved onto discussing the JIRA board.

During the previous sprint, both team members kept the team updated with their task progress, expected completion and expected incompletions. Team reviewed and confirmed all correspondence to be accurate.

Despite both members being clear on the status of the other, the team failed to update the JIRA board in real time.

The team agree that due to reduced availability to communicate during this sprint because of Tom’s circumstances, the importance of accurately updating JIRA is now more crucial than ever. Both team members are committed to ensuring the mistake is not repeated again.

Before defining the specific tasks for the current sprint, the team reviewed tasks left incomplete from the previous sprint. While no tasks were not started, two were left incomplete due to tutorial creation tasks significantly overrunning.

The team were aware of this during the sprint and both agreed on the lowest-priority tasks. On review of the teams slightly revised focus this sprint, the incomplete Timer UI and Bailing tasks will be removed from the current sprint for reinsertion following the current sprint.

This is due to the current sprint tasks potentially effecting the way in which the code is implemented (function will remain as per current design, unless playtest feedback dictates otherwise).

Tom is currently unaware of availability due to personal issues but will ensure he is available for at least one more discord call during the sprint.

Team agree that Thursday would be ideal (halfway through sprint) for team members to review task progress.

Next team meeting has been arranged for a preliminary time of 15:00 on Thursday 7 March 2019, though Tom will clarify his availability closer to the date.

Tom made team aware that while he expects the reading element of the research tasks to be completed before the next team meeting, he does not expect to be able to complete documentation of research tasks until after the next team meeting.

*Next team meeting arranged for Thursday 7 March @ 15:00 (via discord).*

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

**Tasks for the current week:**

**Tom (5 Hours):**

* **Read Jesse Schell’s ‘The Art of Game Design’, chapter 25 ‘Good Games Are Created Through Playtesting’ (1h 30m)**

As discussed in team meeting 4/3/19, read the chapter and produce a work document indicating how the team could apply Schell’s advice to our future playtesting rounds to better iterate our gameplay.

* **Create a playtesting questionnaire suitable for the current iteration of the game tutorial (1h 30m)**

As discussed in team meeting 4/3/19, using Schell’s advice, produce a questionnaire for playtesters to complete after having tested the games current tutorial iteration which can be used to guide subsequent tutorial iterations.

* **Design potential improvements for next tutorial iteration (2h)**

As discussed in team meeting 4/3/19, using a Schell’s lessons, combined with feedback received during the initial round of playtesting, design potential improvements to the current tutorial iteration to be discussed further at the next group meeting.

**Henry (10 Hours):**

* **Design suitable code structure for ‘event’ base class (1h)**

As discussed in team meeting 4/3/19, design the class which all events should derive from. Class should contain all common methods and variables required by all events.

* **Reimplement ‘event’ classes and uniform functionality (3h)**

As discussed in team meeting 4/3/19, implement the events with all inheriting from the common base class.

* **Design suitable code structure for ‘interactables’ base class (1h)**

As discussed in team meeting 4/3/19, design the class which all interactables should derive from. Class should contain all common methods and variables required by all interactables.

* **Reimplement ‘interactables’ classes and uniform functionality (3h)**

As discussed in team meeting 4/3/19, implement the interactables with all inheriting from the common base class.

* **Design suitable code structure for ‘hazard’ base class (1h)**

As discussed in team meeting 4/3/19, design the class which all hazards should derive from. Class should contain all common methods and variables required by all hazards.

* **Reimplement ‘hazard’ classes and uniform functionality (1h 30m)**

As discussed in team meeting 4/3/19, implement the hazards with all inheriting from the common base class.