**GROUP PROJECT, GROUP 3**

**DATE: 7 March 2019**

TIME: **16:15 – 17:00**

**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)***

* 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 delayed due to Tom’s circumstances, Tom made Henry aware in advance of the originally scheduled meeting.

Team began meeting by discussing progress made so far.

Tom advised that the discussed chapters had been read, though had not yet had available time to revisit the chapter and produce notes. Tom expects this will be done prior to the weekend.

Tom will then look to use any available time over the weekend to complete the final task.

Henry confirmed that he had begun considering how to rewrite the classes needed to continue development effectively, though had not had opportunity to begin implementing these classes.

Henry believes he will have time to work through tasks, though believes an in-person group meeting will be needed to definitively confirm how to proceed with work between both members.

Team discussed expected availability.

Situation surrounding Tom’s family surgery has deteriorated further than anticipated. Tom believes that he should have time to complete the reduced hour tasks though cannot commit to this with absolute certainty – he will keep team members updated with progress.

Henry has also found himself with less time than expected at the last team meeting, though he believes he will be able to continue working through tasks.

Because of this uncertainty, the team believe another group meeting should be held during the sprint to clarify the team’s position before the next sprint begins.

Tom will next be available for a call on Sunday evening, Henry confirmed he will also be available.

*Next team meeting arranged for Sunday 10 March @ 20:00 (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.