**GROUP PROJECT, GROUP 3**

**DATE: 10 March 2019**

TIME: **20:00 – 20:30**

**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 reviewed position.

Tom has one remaining outstanding task which is in to-do. Tom has been able to begin drafting tutorial improvements which will be shared and discussed at the next team meeting.

Results of Tom’s completed tasks have been committed to the repository and will also be discussed at tomorrow’s studio jam.

Henry advised that he has begun to consider the restructure of the classes and has spent task time implementing the revisions, though believes tasks will overrun.

Henry also believes that discussion (and potential improvement) at the groups next in-person meeting tomorrow will help with any amendments and team mutual understanding.

Team agree and Henry’s remaining tasks will be postponed to the following sprint to be completed as part of a studio jam to ensure mutual understanding.

Meeting ended.

*Next team meeting arranged for Monday afternoon, following Rob’s Monday morning tutorial.*

***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.