**GROUP PROJECT, GROUP 3**

**DATE: 11 March 2019**

TIME: **09:45 – 10:00**

**ATTENDEES** Tom Gibbs, Rob Kurta

**ABSENT** Henry Crofts (team notified in advance of meeting)

**LOCATION:** *A2.07*

**Minute Taker: Tom Gibbs**

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

* *Reimplement classes for robustness*

**Meeting minutes:**

Tom met with Rob for the weekly tutorial. Henry was unable to attend due to substantial traffic delays following a severe crash.

Tom shared with Rob what the team had accomplished in the previous sprint and what are expectations are for the coming weeks.

Team aim to have play tested a revised version of the tutorial by the close of sprint beginning 18/03/19.

Rob agreed this was an appropriate and achievable timeline.

Rob gave further advice regarding development of the games tutorial:

* During playtesting for specific elements, the team needs to remain aware of the gameplay experience and continue to make observations regarding player responses and actions.
* Rob specified three key game attributes that will need to be changed over subsequent playtest rounds:
  + Bugs – these should rapidly decrease
  + Usability – should (hopefully) increase consistently
  + Fun – relies on usability, but should follow trend before overtaking
* Once begun, playtesting should take place every week, every 2 weeks at a minimum.
* At the end of the project the team should be able to say “this is a product of [x] number of playtesting iteration cycles… you can see how the game has changed from the design improvements made to [x]”.

Meeting ended.

*Next team meeting arranged for Tuesday 12 March @ 10:00.*

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

**Tasks for the current week:**

**Tom (12 Hours):**

* **Re-implement Seagull event making use of the Events base class (3h)**

Redesign the seagull script to make use of the event base class and object pooling to make use of the new spawn system.

* **Re-implement Rocks event making use of the Events base class (1h 30m)**

Redesign the seagull script to make use of the event base class and object pooling to make use of the new spawn system.

* **Re-implement Whale event making use of the Events base class (1h 30m)**

Redesign the seagull script to make use of the event base class and object pooling to make use of the new spawn system.

* **Implement object pooling for performance enhancement (2h)**

Implement object pooling for the events to enable and disable from a predefined pool of objects rather than instantiate and delete at runtime, this is to increase the performance of the game and remove some bugs that are present from the game having a frame rate drop.

* **Implement the logic for starting and leaving an event with the interactables’ (1h)**

Redesign the logic that handles the start and end of an event that the player is interacting with.

* **Implement the next stage of the tutorial level ensuring the Event Manager gives the player a chance to practice the new events introduced (2h)**

Implement the next stage of the tutorial after the enemy and then cause the event manager to only fire the two events that the player has been introduced to.

* **Finish implementation of the UI timer to telegraph to the player how long they have left on the current task (2h)**

Finish the UI at the player’s feet to fill up correctly to show the player how close they are to completing the task they are currently undertaking.

**Henry (Hours):**

* **Re-implement mop interactable script making use of the new Interactable base class (30m)**

Redesign the mop class to use the new interactable base class and the new interact, pick up and drop item methods.

* **Re-implement torch interactable script making use of the new Interactable base class (30m)**

Redesign the torch class to use the new interactable base class and the new interact, pick up and drop item methods.

* **Re-implement bucket interactable script making use of the new Interactable base class (30m)**

Redesign the bucket class to use the new interactable base class and the new interact, pick up and drop item methods.

* **Re-implement cannonball interactable script making use of the new Interactable base class (1h)**
* Redesign the cannonball class to use the new interactable base class and the new interact, pick up and drop item methods.
* **Re-implement cannon interactable script making use of the new Interactable base class (1h 30m)**

Redesign the cannon class to use the new interactable base class and the new interact, loading and firing methods.

* **Re-implement the base interactable class (2h)**

Redesign how the interactable base class handles all methods in a logical way for the inheriting classes to make use of.

* **Implement a base Event class (2h)**

Create an event base class that will have helper functions to help with the spawning, disabling and timers of events.

* **Finish implementation of bailing water (1h)**

Finish the framework that has been implemented to handle the bailing of water from the ship’s deck.

* **Implement the next stage of the tutorial level ensuring the Event Manager gives the player a chance to practice the new events introduced (2h)**

Implement the next stage of the tutorial after the enemy and then cause the event manager to only fire the two events that the player has been introduced to.

* **Finish implementation of the UI timer to telegraph to the player how long they have left on the current task (2h)**

Finish the UI at the player’s feet to fill up correctly to show the player how close they are to completing the task they are currently undertaking.