**GROUP PROJECT, GROUP 3**

**DATE: 18 March 2019**

TIME: **12:30 – 16:30**

16:30 – 17:15 (break)

**17:15 – 20:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *PROGRAMMING ROOM/COMMON ROOM*

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

* Team were able to improve the current game version based on playtest feedback obtained in the previous sprint.
* Despite issues all teams being unable to edit JIRA boards, continuously clear team communication successfully mitigated any misunderstanding between team members.
* Team has continued to hold studio jams which still prove to boost team efficiency.

**What went badly**

* Team were not able to fully complete one task (‘event’ base class) within the sprint, meaning the task must be added to the coming sprint to be completed as a priority.
* Due to JIRA issues team were unable to update the sprint board in real time.
* Team continue to experience difficulty with team member ability to create visually clear animations/sprites. Team understand that outside help must be sought.

**How the next sprint can be improved**

* Continued frequent and clear communication to help the team continue effective development.
* Continuing to complete as much work as possible at in-person studio-jam sessions.
* Ensure that JIRA is updated in real time and any update given by team members is accurate.

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

* Ensure all updated functionality is implemented in all elements of the current version
* Begin second playtesting phase
* Review feedback received from play testers to improve game in the sprint’s second cycle
* Arrange meeting to seek design advice from Dave
* Begin approaching design students to request input/assistance with visually highlighting game elements

**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 2019.03.18 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 discussed Rob’s advice, also touched on within the last sprint. Team will delay seeking help of a design student for enhanced visual indicators or Dave for tutorial design until the current playtest feedback has been obtained.

Team are aware that the final portfolio module assignment is due this Friday (22/03). Both team members advised that their position for the assignment is positive and expect to finish it without impact to group project module. Despite this, team feel it is sensible to slightly reduce group project task time from 12hours to 11hours to accommodate a potential slight overflow from portfolio module. If no overflow occurs, team will continue to work to at least the usual 12hour contribution from both members.

Team moved onto discussing the JIRA board.

During the previous sprint issues had arisen which made accessing JIRA impossible/progressing tasks unreliable across different accounts. Team were one of many to request help from Chris.

Team have had it confirmed that from Monday 18/03/19 the JIRA issues have been rectified. Team logged in to JIRA and logged times against tasks during the studio-jam.

Team are certain that now JIRA has been corrected the team will be able to log tasks accurately once more.

Team began the studio-jam by reviewing the JIRA backlog, combing and reorganising the outstanding work into priority order.

Team then assessed work from the now correct JIRA board.

The team then assigned tasks on a Monday-to-Tuesday development cycle, with Wednesday assigned to playtesting, and Thursday-to-Sunday being used as development time to address tester feedback before beginning the next playtest phase.

To begin the first development phase of the sprint, the team need to complete the overhanging task from the previous sprint: completing a shared ‘event’ base class.

Team worked through this for the remainder of the jam until the team were satisfied that a uniform behaviour and understanding of the class was achieved. Team then ensured that the remaining tasks were allocated appropriately and populated the JIRA sprint before closing the meeting.

*Next team meeting arranged for Tuesday 18 March @ 11:00.*

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

**Tasks for the current week:**

**Tom (11 Hours):**

* **As part of a studio jam, complete ‘event’ base class and reformat event classes to give more uniform behaviours (2h)**

Complete the task started in the previous sprint to create a common base class for event which will allow the game manager to more effectively and efficiently call the appropriate functionality.

* **As part of a studio jam, prepare for second round of playtesting: identify specific playtesting aims and produce corresponding questionnaire (2h)**

As part of a studio-jam, the team must clarify the game elements/player responses that are being tested for and form a questionnaire to best record this data.

Refer to Tom’s playtesting research document in the git repository.

* **Hold second round of playtesting: Testing the game’s introduction/tutorial (3h)**

Make use of plentiful target demographic present at Wednesday level 4/5 group project to test game with multiple pairs of playtesters. Record feedback through questionnaires to be produced as part of separate task.

* **Task time reserved for allocation following this sprint’s playtesting sessions scheduled for Weds20th/Thurs21st (4h)**

Tasks allocated from this time are to be completed as a studio-jam.

Tasks will be decided following this weeks playtesting session to identify areas of improvement from analysis of player feedback.

Task will be split as per the figure an explanation below.

**Henry (11 Hours):**

* **As part of a studio jam, complete ‘event’ base class and reformat event classes to give more uniform behaviours (2h)**

Complete the task started in the previous sprint to create a common base class for event which will allow the game manager to more effectively and efficiently call the appropriate functionality.

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***Explanation of Task Split on JIRA.***

1. Select the group project from the dropdown menu.
2. Once the project is selected proceed to the backlog where you can see the current sprint and all issues in the backlog.
3. Right click on the issue that has been assigned for contingency in this case the task L6G3–260 and L6G3–261 both named *“To be completed as part of a studio jam, depending on the situation of the project once all other tasks have been completed. As a team assign new tasks and split this task up accordingly”*
4. From the dropdown menu that appears, select “*split issue”* this will then present you with another menu where you can change the task into other tasks without adjusting the scope of the sprint. (provided the number of hours remains the same).

