**GROUP PROJECT, GROUP 3**

**DATE: 18 March 2019**

TIME: **09:30 – 10:00**

**ATTENDEES** Tom Gibbs, Henry Crofts, Rob Kurta

**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:**

All in attendance.

Team shared their current position with Rob and their expected position by the end of the coming sprint.

Rob was pleased that the team are aiming to conduct the second round of playtesting during the sprint.

Rob was pleased that the team understood the feedback given during the previous sprint’s tutorial session and that the team had independently elaborated on the discussed points.

Rob reminded the team of the essential purposes of playtesting:

* The purpose of playtesting is to identify areas which require correction
* Playtesting issues:
  + Bugs:
    - Require correction on the fly, during playtesting sessions before the next play tester uses the game. Leaving bugs unresolved will simply cause subsequent testers to encounter the same issue, preventing useful play from taking place.
  + Usability:
    - Usability issues should not (not always) be fixed on the fly, as you cannot tell with limited data whether one players experience is an outlier.
    - Keep track of how many testers encounter specific usability issues for comparison after playtesting.
    - Once identified, the data will help illustrate whether the usability issues require correction and to what extent.
    - Once corrected, further playtesting is required to identify the effectiveness of the solution.
      * If no one else encounters the corrected problem, the issue ca be considered finalised.
      * If reduced numbers of testers encounter the corrected problem, it may have been fixed.
  + Fun:
    - Team need to remain aware of signs of player ‘fun’ during playtesting.
    - Team need to note specific details which testers present during all stages of play in addition to those explicitly being tested for within the session.
    - Team need to note every positive reaction to enhance the successful game attributes – why did testers enjoy that, at which point, for how long, over repeated exposure.
    - Use this as inspiration for opportunities to create more player ‘fun’
    - Are all elements as ‘fun’ as each other, should less fun elements be removed?

Team advised rob that from this week on the team believe it is realistic to be able to conduct playtesting sessions (with improvements being made within the same sprint) every week until the project end.

Rob is happy with this.

Team discussed earlier tutor feedback regarding seeking aid of a design student to enhance games animations/effects as well as Dave’s design input. Rob advised the team do not do this until following the next Wednesday playtesting session as the team should first collect data on the current implementation.

Team agree this is wise and will delay seeking help of this nature. Team believe that due to the final portfolio module assignment due date being 22/03, the team will likely pursue this advice at the start of the following sprint.

Meeting ended.

*Next team meeting arranged for Monday 18 March @ 12:30.*

***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).

