**GROUP PROJECT, GROUP 3**

**DATE: 19 March 2019**

TIME: **11:00 – 14:00**

14:00 – 15:15 (break)

**15:15 – 17:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

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

**Minute Taker: Tom Gibbs**

**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 used first 30 minutes of the meeting to stress test the tutorial for bugs to reduce chance of encountering them during the playtesting session which would then require the team to hot-fix issues, restricting the number of testers able to play.

Team found no bugs and moved onto discussion of the session aims.

Team agreed on what the most useful information to identify would be and produced a questionnaire which will be used to gather tester feedback in addition to the team observing testers during play and interviewing testers immediately following testing.

*Please refer to document: “20.03.19 Playtesting Questionnaire” within the git repository > Playtesting > Playtest Sessions > 2019.03.20.*

Team discussed various means of giving the questionnaire to play testers, ultimately deciding that an online form would be the best approach as it will automatically collect and prepare statistics the team can analyse.

Team will take advantage of the level 4 & 5 group project jam tomorrow to hold playtesting.

Team will then meet on Thursday to discuss playtest session outcomes.

Studio-jam ended.

*Team playtesting session arranged for Wednesday 20 March @ 10:00.*

*Next team studio-jam arranged for Thursday 21 March @ 13:00.*

***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.

* **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.

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

***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).

