**GROUP PROJECT, GROUP 3**

**DATE: 21 March 2019**

TIME: **13:00 – 17:30**

**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 discussed their findings from playtest session #2 20 March 2019.

All testers successfully completed the online survey. Questionnaire results have been uploaded to the repository.

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

Team began by discussing the playtest questionnaire feedback.

* The feedback clearly shows the object animations to be severely lacking.
  + Other visual indicators were poorly received also, though not to the same extent.
* The dpad menu was frequently not noticed as corresponding to the controller dpad.
* Tester general comments advise that the tutorial level pacing (enemy flags) is too fast.
* Questionnaire results indicate that in reality players would stop playing before the tutorial end – this is the team’s largest priority.

Team then discussed their observations of testers during the session.

* Team did note that testers from the target demographic did respond better than those outside. Those outside the demographic appeared to be very unfamiliar with the style of tutorial the team’s design is influenced by. Team found that the more they were confused, the more impatient this group became and were less likely to want to keep playing.
* The target demographic did also suffer from some misunderstanding, though were more likely to keep playing, solving how to play without becoming irritated.
* Team noted that many players did not recognise the ‘torch’ object to fire the cannon.
* This appears to be due to low emphasis on object animations – many players were unaware during the animation.
* Once players learnt how to load the cannons, all were able to load the cannon independently.
  + Questionnaire does not reflect this observation – team believe that in answer to the question, players may believe there is more that the tutorial did not show and that is the reason for their answers.
* The pulsating UI animations were received better than expected. While there was still often confusion, testers were able to recognise it without asking the team and when noticing independently did it in a very short amount of time.
* All testers advised the tutorial “felt like a tutorial”, but that the timing of the enemies during the free play element was too great and they felt it is “impossible to win”.
* Team also noted that the testers were able to learn the controller inputs without any direction from the game or team.
  + Team have chosen common controller layout as per the genre, though admit it would be helpful to show the player their range of input before starting the level to reduce confusion.

Team then edited the reserved task time for the second part of this week’s sprint, splitting the task on JIRA to be reflective of the teams new goals.

Remaining time has been assigned to discuss and iterate the current tutorial design as a team, before the next sprint.

The team admit this is likely to require further time and may overrun into the next sprint, though the team are keen to begin this task now in the hope that a revised tutorial can be implemented during the next sprint.

Team continued their discussion and redesign, though failed to produce anything both team members agree to be an improvement which addresses the identified issues.

Studio-jam ended.

*Next studio-jam arranged for 25 March @ 11:30.*

***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.

* + **Team analysis and discussion of playtesting outcomes (1h)**

As part of a studio-jam, the team must use a combination of playtester feedback and observations made during playtest session 20.03.19 to identify the tutorials lacking elements.

* + **Team design solutions to identified tutorial level issues (3h)**

As part of a studio-jam, the team must brainstorm potential solutions to the shortcomings exposed by the playtest session 20.03.19.

**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).

