**GROUP PROJECT, GROUP 3**

**DATE: 27 March 2019**

TIME: **15:00 – 18:00**

**ATTENDEES** Tom Gibbs, Henry Crofts

**LOCATION:** *PROGRAMMING ROOM*

**Minute Taker: Henry Crofts**

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

* Analyse player feedback
* From analysis understand what obstacles the players faced and design solutions

**Meeting minutes:**

Team met to bring together their analysis of the player feedback and discuss what needed to be changed, a large majority of what was decided needed to be changed was some of the UI within the game, specifically;

* The Hold UI
  + Players didn’t understand that they had the item
  + Didn’t understand the cooldown timer- thought they had to wait until they had the item
* Animations
  + Players understood most of the animations and what they meant
  + Players didn’t always spot the animations, such as the cannon throbbing
  + Maybe add animations to retrieving items from the hold such as a Zelda style placing item above the players head to show they have it

The team went through and discussed how these issues could be resolved and steps towards achieving this. Team also agreed that a meeting with Dave Pimm in the near future would be beneficial to help with the design of the UI and player accessibility / understanding.

*Next meeting with Rob Kurta on Thursday 27th at 9:30AM*

***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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