**GROUP PROJECT, GROUP 3**

**DATE: 28 March 2019**

TIME: **9:30 – 10:30**

**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 with Rob to discuss the progress of the project. Rob started by going over the previous sprint’s minutes and any issues that the team faced in response to the playtesting feedback.

* *Meet with Dave Pimm* – As the team have discussed previously, Rob suggested to the team that it would be a good idea to meet with Dave to discuss the usability issues that the team are having with the UI of the project and how to better convey the information to the players.
* *Categorise Player Feedback* – Sort through player feedback into game breaking bugs and minor issues, keeping a record of how many times each problem persists, the more prominent bugs need to be fixed as a priority. Sort usability issues in the same manner as some issues could be player specific.
* *Employ Rule of Double* – From player feedback, if we feel something should be 10% slower we should make it 20% slower and so forth. To help get the pacing right we should make big changes rather than lots of little ones to quickly hone in on the correct values.
* *Team Should Have a Statement* – For example;
  + *At the end of the tutorial I want the player to be able to do the following;* 
    - Understand cannon firing
    - Etc
* *Players MUST be Successful in the Tutorial –* This is achieved by slowing the game down and making sure that players are able to complete each task before we ramp up the game, players should respond as such;
  + *“Ahh, that’s how you do it”*

And similar such responses, rather than getting frustrated that they can’t complete the tutorial (which is designed to help guide the player in what to expect)

Rob also suggested some ways that the team can address some of the feedback from the playtesting such as with the cannon animation, remove three of the cannons so that there is only one cannon on the deck, this should help reduce the chance the player is confused, and less clutter on screen will make it easier to see the animations.

For the tutorial, we should allow the player to practice more than we currently do, for example with the enemy ships, we should cause a couple of ships to “*hang around”* for the player to successfully hit, before sending some that they will miss, this gives them a chance to practice loading the cannons and firing them at the correct time, etc.

*Next meeting*

***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.

* **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.