**GROUP PROJECT, GROUP 3**

**DATE: 28 March 2019**

TIME: **13:00 – 15:00**

**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)***

* Introduce Amy to the GitHub repository and Jira board
* Introduce Amy to the Unity project
* Introduce Amy to the design of Ship Happens
* Design next stage of the tutorial
* Record gameplay
* Edit gameplay videos
* Record voiceover walkthrough of Ship Happens

**Meeting minutes:**

Team met with Rob to discuss Amy joining the project. Once the team agreed Rob set up a meeting with Amy where the team discussed the games current situation, aims for the next sprint, what the team hopes to achieve with the project. This was discussed until all team members were at an agreement and understanding of the direction the project will take.

Team discussed with Amy the issues they are having with player usability and the design of the UI and discussed some solutions the team had come up with in the past and some new ideas brought to the table by Amy. After some discussion the team decided that we will meet with Dave Pimm after the Wednesday recording to ask for his opinion and guidance on the new design.

Tom and I discussed with Amy our strengths and weaknesses and Amy offered suggestions as to where she would be able to strengthen the team filling in some holes within our combined skillset, primarily on the design side of the project.

Team have decided to end the current sprint and start a new sprint including Amy, for a part 2 sprint from Thursday 28th March – Wednesday 3rd April. This is so we can ensure that Amy has some tasks to begin logging on Jira and because the direction of this sprint will need to adjust to accommodate for the introduction of Amy to the team.

*Next meeting on Monday4th April in A2.02 at 10:00AM*

***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, discuss with team current situation of the project (1h)**

Due to team dynamic changing, discuss with team the current situation and progress previously made on the game, along with any iterations.

* **As part of a studio jam, discuss with team the design of the games and any future plans for design change (1h)**

Due to team dynamic changing, discuss the current design plans for the project and any adjustments plans / improvements to be made.

* **As part of a studio jam, discuss the tutorial and plans for the future (1h)**

Discuss the current situation of the tutorial and how the team currently plans to guide the player through the game, discuss improvements to the step through guide to help players understand the tutorial, such as animations etc.

* **As part of a studio jam, record gameplay walkthrough (2h)**

Create a recording of the game showing all the different aspects of the game to be uploaded to itch.io.

* **As part of a studio jam, record a voiceover for the gameplay walkthrough (2h)**

Record a voiceover clip to complement the video walkthrough of the game, explaining each step of the game so the viewer can understand what is going on.

* **Editing Video and Voice recordings. (4h)**

Use editing software to trim and clip the video and audio files to fit within the 5-minute timeframe, removing all excess footage, such as multiple cannon loads.

**Henry (11 Hours):**

* **As part of a studio jam, discuss with team current situation of the project (1h)**

Due to team dynamic changing, discuss with team the current situation and progress previously made on the game, along with any iterations.

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* **Editing Video and Voice recordings. (4h)**

Use editing software to trim and clip the video and audio files to fit within the 5-minute timeframe, removing all excess footage, such as multiple cannon loads.

**Amy (11 Hours):**

* **As part of a studio jam, discuss with team current situation of the project (1h)**

Due to team dynamic changing, discuss with team the current situation and progress previously made on the game, along with any iterations.

* **As part of a studio jam, discuss with team the design of the games and any future plans for design change (1h)**

Due to team dynamic changing, discuss the current design plans for the project and any adjustments plans / improvements to be made.

* **As part of a studio jam, discuss the tutorial and plans for the future (1h)**

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