**GROUP PROJECT, GROUP 3**

**DATE: 2nd April 2019**

TIME: **16:00 – 23:30**

**ATTENDEES** Tom Gibbs, Henry Crofts

**ABSENTEES**  Amy Potter

**LOCATION:** *PROGRAMMING ROOM / Waterfront Building*

**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 in the Atrium Building to discuss the situation of the current build of Ship Happens. As the team went through the project several bugs became apparent throughout the project that needed to be fixed ASAP alongside bugs reported by play testers.

* Sometimes player is unable to drop the mop
* Sometimes player is unable to drop the torch
* Can be hard to “interact” with some of the interactable objects around the scene such as the “*wheel”* and “*cannon*” objects
* Player shader was not updating correctly when interacting with objects in the scene
* Player shader would not reset to full should a player stop interacting
* Player states were not resetting correctly when the player was thrown off the ship by the whale
* Player states were not resetting correctly when the player was killed by a falling cannonball
* When players would load in from the tutorial main menu the player controls would not be assigned correctly, resulting in the game needing to be restarted

The team set out instantly to start working on fixing the bugs that were known about, however this someone caused some hidden issues to arrive, however, the team worked diligently to ensure all bugs were removed to make the video play through as smooth as possible and ensure that the game is ready for the next round of playtesting.

While fixing the bugs and adjusting values within the game, unfortunately the team ran into a merge conflict that set the team back 3h 30m trying to fix the merge issue, eventually the team had to roll back to a pervious version and redo the lost work. While the team were fixing the issues with the merge conflict, the players input broke without reason. The issue was the players could only move their avatar when both controllers were sending input, if one player tried to move without the other, the game wouldn’t read the input. As a team we could not figure out what the issue was as nothing had been changed regarding the player input, eventually as a team we decided to build a new input system, the new system was more optimised for performance and allowed for us to easily add controls for a third and fourth player.

With the implementation of multiple new scripts and changes throughout the project in general, the team had to spend time going through the project making sure that all aspects of the project had the correct references to other scripts. While doing this, the team decided it would be a good idea to start cleaning up some of the scripts as we were going through them, removing unnecessary code and moving duplicate code into functions.

*Next meeting on Wednesday 3rd April in A2.02 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, 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.

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

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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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