**GROUP PROJECT, GROUP 3**

**DATE: 2nd April 2019**

TIME: **10:00AM – 11:30AM**

**ATTENDEES** Tom Gibbs, Henry Crofts

**ABSENTEES**  Amy Potter

**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 Chris who looked through the code base of the project making notes of areas that could be improved, the team then continued, with Chris’ help to start making changes to the interactable scripts;

* InteractableObjs
* Mop
* Torch
* Cannonball
* Plank
* Gunpowder
* Cannon
* Wheel

The changes to the InteractableObjs script helped with the inheritance used throughout the project by the interactables (mop, torch, etc) making sure that they still conformed to the setting initially set out at the start of the project, which some of the code has started to fall away from.

Chris helped make sure everything conformed to the same coding standards and helped fix some bugs that had come from duplicate code being lost or miss written rather than being in a function that everything could use coherently.

*Next meeting on Wednesday 3rd April in A2.02 at 11:30AM*

***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.

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

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**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.

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