**GROUP PROJECT, GROUP 3**

**DATE: 2nd April 2019**

TIME: **9:30AM – 10:00AM**

**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:**

Rob met with Tom and me to discuss Ship Happens and the teams progress through the current sprint, Rob reiterated to the team that they should meet with Dave Pimm to discuss the usability of the project, the team have agreed that they will try and meet with Dave over the Easter period should he be available to discuss;

* On screen UI
  + End of level timer
  + Cannons (Whether they are loaded or not)
  + Time until impact with rocks timer
* Usability
  + Potential to include animations to show the player has done something (shader might not be enough)
  + Players getting confused with the Directional Pad menu on the Hold to retrieve items
  + Showing players, the controls in an intuitive way
    - A – Action / Interact
    - B – Cancel / Drop
* Tutorial
  + Introducing each mechanic in a way that players can get used to the sequence
  + Explaining how players complete each task
  + Making the directions for the tutorial clearer
    - Better animations
    - Repeat the command should the player not respond

About the tutorial, Rob also explained how the team should spread the tutorial out, to give players a chance, as mention in previous minutes players should feel a sense of accomplishment during the tutorial and should never fail.

This is something the team have been working towards achieving and current the player gets given three attempts to complete the task before moving onto the next activity and the free play between mechanics, for example;

Players will be presented with three enemy ships, each ship will “pause” in front of their cannons allowing players as much time as they need to load the cannons and then ultimately fire them and destroying the enemy ship.

This gives the players a chance to practice the learn-practice-master loop that will be present with the firing of the cannons and gets the players into the habit of using the hold to retrieve the items needed to load the cannon in preparation for the arrival of an enemy ship.

Once the players have destroyed the three enemies, the tutorial will then move onto the next stage where the enemy will fire back, teaching the players how to repair damage to their ship. This will continue all the way through the tutorial, ensuring players as sure how to respond to each event and what commands the crow’s nest will call out, relating to each event.

*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.

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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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