**GROUP PROJECT, GROUP 3**

**DATE: 2nd April 2019**

TIME: **11:30AM – 22:00PM**

**ATTENDEES** Tom Gibbs, Henry Crofts and Amy Potter

**ABSENTEES**

**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:**

After the meeting with Chris Tom and me continued to fix some bugs that needed to be finalised and relinked up any references to other gameObjects / scripts due to the optimisation done with Chris Janes.

Once the bugs were fixed, the team found 2 sets of play testers (Tom McLaren and Tom McCarthy set 1 and Alex Mednick and Alex Turnbull set 2). We were able to record these testers playing the game and once they finished we asked them for some feedback on the tutorial, the consensus was;

*Tutorial:*

* Wasn’t sure on the controls (A and B to interact with objects)
* The wait time for the task’s completion was slightly too long
* Some people thought the Direction Pad on the Hold should always be visible
* Unable to see the items retrieved from the hold

*Main Level:*

* There is a lot going on in the scene – With the wait times this could prove to be a problem
* Potentially more torches on the ship to fire the cannons

We chose to use the recording of the first set of play testers as the second set ran into some problems with Unity crashing halfway through the recording. We recorded the players, playing both the tutorial and the main game level.

Once the testers had finished with the game Tom and myself went on to record a playthrough for a video walkthrough of what is happening at each stage of the game, recording the tutorial and the main level through a win and a lose scenario. Once we had recorded the video Tom and myself recorded a voiceover to explain what was happening in the game throughout the video. Amy then went on to edit the recordings and add the voice recording to the walkthrough videos.

Team will be unavailable until Monday due to other commitments. Team will meet on Monday to discuss the next steps and consider the necessary models that will need to be created to improve the overall visuals of the game and hopefully some of the usability issues.

*Next meeting on Monday 8th 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)**

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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.

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

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