**GROUP PROJECT, GROUP 3**

**DATE: 8 April 2019**

TIME: **11:30 – 15:00**

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

**LOCATION:** *COMMON ROOM*

**Minute Taker: Tom Gibbs**

**Item One: Postmortem of previous week**

**What went well**

* Team was able to incorporate Amy into the team, explaining the team’s usual work style and schedule, explaining the course our development has taken and our priorities.
* Now having worked together for a week, all team members have demonstrated they can work together efficiently to meet a deadline through clear and consistent communication.
* Team were able to conduct another week of playtesting, the feedback from which will be used to direct the current sprint.

**What went badly**

* Although all feedback received from playtesters is valuable, the team’s tutorial iteration tested during the previous sprint was not a significant improvement. Team will produce another iteration this sprint.

**How the next sprint can be improved**

* Maintain level of communication. Both Tom and Henry have advised Amy that if she is unsure of any game element to ask any questions she has.
* Develop and design in response to the most recent playtest feedback received.
* Continue with the team’s aim to hold a round of playtesting each week, every week.

**Overall aims of the current sprint *(Detailed tasks, user stories and time allocations are tracked on JIRA)***

* Review feedback from most recent round of playtesting
* Iterate on tutorial elements commonly misunderstood
  + D-pad menu
  + Withdrawing items
  + Potential screen clutter
* Conduct further playtesting to test suitability of iteration

**Meeting minutes:**

All in attendance.

Team began meeting by combing the backlog. Completed goals were removed and the remaining backlog ordered to represent the team’s priorities.

Team then reviewed playtesting feedback from the previous sprint to identify the areas of focus for the coming sprint.

Team confirmed that the general feedback (as documented in “2019.04.03 – Playtest Questionnaire feedback.pdf”) shows that the key issues are with testers understanding when the players have retrieved items, what the Dpad UI element is and issues with identifying what is relevant on-screen (despite the improvements made to telegraphing animations).

The team agreed that solving these issues before further developing the tutorial are a priority.

Amy advised the team that she has already researched into the ‘onboarding’ of new players and is happy to share the documents and advice with the team.

Team agree this will be hugely beneficial, though Amy requested she be set task time to tailor her research specifically to the groups project in a new document so tutorial iterations can be improved.

All team members agree that this will be the best approach. Amy advised she has capacity to complete work by tomorrow – task set for completion by tomorrow’s group meeting, when she will share her research with the team.

The team spent the remainder of the meeting proposing potential design iterations which will better help users to overcome the issues raised in the latest playtesting round.

Tasks were created from the design ideas produced, tasks and task times were negotiated and allocated to team members. Team members are aware that minor alterations to existing tasks may be made following Amy’s revised research – to be discussed at tomorrow’s studio-jam.

*Next meeting on Tuesday 9th April @ 13:00.*

***Detailed tasks, task descriptions, user stories and time allocations are tracked on JIRA.***

**Tasks for the current week:**

**Tom (12 Hours):**

* **As part of a studio jam, discuss ‘onboarding’ research and propose design iterations (2h)**

Following completion of Amy’s research task, as part of a studio-jam all team members must review the rules and advice gathered, then assess the current tutorial implementation to identify possible improvements. The remainder of task time must be used to propose and refine design iterations as a team.

* **As part of a studio jam, create a mechanic-specific tutorial scene prototype (3h)**

As discussed in studio-jam 9/4/19, produce a playable game scene which follows the established ‘step-by-step’ mechanic introduction within a scene which only contains the objects/instructions essential to the use of the specific mechanic.

* **As part of a studio jam, update ‘highlight’ particle system (2h)**

As discussed in studio-jam 9/4/19, create a revised particle system to highlight the next game object during the tutorial, highlighting the selected object within a column of light and dulling the remainder of the screen.

* **As part of a studio jam, create withdrawal/held poses for player characters (1h 30m)**

As discussed in studio-jam 9/4/19, update the visual behaviour of player characters when withdrawing and holding items from the ships hold.

* **As part of a studio jam, incorporate revised D-pad UI assets (1h 30m)**

As discussed in studio-jam 9/4/19, replace the visual assets with those produced as a result of Amy’s task, before updating the timed functionality of the hold withdrawal.

* **As part of a studio jam, incorporate revised interactable object assets (2h)**

As discussed in studio-jam 9/4/19, (dependent on completion of Amy’s tasks) replace the on-deck interactable items with the revised models produced. New models will allow for object rescaling which must be added to the objects functionality during it’s use state before returning it to normal during it’s idle/resetting states.

**Henry (12 Hours):**

* **As part of a studio jam, discuss ‘onboarding’ research and propose design iterations (2h)**

Following completion of Amy’s research task, as part of a studio-jam all team members must review the rules and advice gathered, then assess the current tutorial implementation to identify possible improvements. The remainder of task time must be used to propose and refine design iterations as a team.

* **As part of a studio jam, create a mechanic-specific tutorial scene prototype (3h)**

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**Amy (12 Hours):**

* **Conduct further research into player ‘onboarding’ (2h)**

In addition to the research document already presented and discussed with the team, further information should be researched more specific to the design of the project, which can be used as a basis for analysis and prompt for further design iterations.

* **As part of a studio jam, discuss ‘onboarding’ research and propose design iterations (2h)**

Following completion of Amy’s research task, as part of a studio-jam all team members must review the rules and advice gathered, then assess the current tutorial implementation to identify possible improvements. The remainder of task time must be used to propose and refine design iterations as a team.

* **As part of a studio jam, produce the agreed loading/instructions screen design (3h)**

As discussed in studio-jam 9/4/19, produce a static image which can be used as a loading/instruction screen between game scenes to display to players to associate the games controller input with on-screen actions.

* **As part of a studio jam, create a mechanic-specific scene level (3h)**

As discussed in studio-jam 9/4/19, create a revised ship level model, reduced in size so that only the game objects essential to the introduction of the ‘cannon’ mechanic are included within the level.

* **As part of a studio jam, produce the agreed UI D-pad iteration (20m)**

As discussed in studio-jam 9/4/19, produce a revised directional pad UI icon, with hold items displayed outside the directional arms, to be included within the ship hold of the game scenes.

* **As part of a studio jam, produce the agreed mop model iteration (1h)**

As discussed in studio-jam 9/4/19, recreate the mop model, with game-legal dimensions, so that the scaling behaviour design iteration can be implemented by the team’s programmers.

* **As part of a studio jam, produce the agreed torch model iteration (40m)**

As discussed in studio-jam 9/4/19, recreate the torch model, with game-legal dimensions, so that the scaling behaviour design iteration can be implemented by the team’s programmers.