**GROUP PROJECT, GROUP 3**

**DATE: 9 April 2019**

TIME: **13:00 – 18:45**

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

**LOCATION:** *COMMON ROOM*

**Minute Taker: Tom Gibbs**

**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 the meeting by reviewing Amy’s completing ‘onboarding’ research task.

Amy presented rules and advice which the team compared against

The rules and advice that Amy presented were compared against the team’s already proposed iterations. General modifications were made to the tasks as per the research, primarily:

* Taking the advice of the research, and also as suggested by Rob – to create a level for each individual mechanic to try and restrict the amount of clutter/distraction for the player. The team hope this will better teach players the steps/items required by a specific mechanic as well as make telegraphing each step more intuitive.
* Exaggerating the withdrawal of items from the hold – rather than simply enlarging the items, the game characters should hold withdrawn items above their heads with arms aloft to further make the action obvious (this will require production of revised assets before functionality can be fully implemented).
* Dpad UI element will be reproduced to be more true-to-life, as well as the production of a brief loading/instruction screen to help players associate the controls.
* Larger scale animations on game objects with revised highlighting of the current object/dulling of others to further make the highlight more apparent.

The team all agree the changes should yield a better project and are happy to work towards them.

Team spent the remainder of the studio-jam working through tasks as a team.

At the end of the jam, all team members agreed they anticipate completion of outstanding tasks within a short studio-jam.

The team arranged a jam for the next mutually available date (Friday) to hold a morning jam to complete tasks, before holding a playtesting session in the afternoon.

*Next meeting on Friday 12th April @ 10:00.*

***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)**

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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.

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