**GROUP PROJECT, GROUP 3**

**DATE: 15 April 2019**

TIME: **12:30 – 17:30**

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

**LOCATION:** *COMMON ROOM*

**Minute Taker: Amy Potter**

**Item One: Postmortem of previous week**

**What went well**

* Team were able to conduct further playtesting which will allow us to iterate the game according to user feedback
* Continued to demonstrate the ability to work effectively as a team
* Through consistent communication, the team were able to adapt their work appropriately to overcome obstacles in development

**What went badly**

* Some team members underestimated their commitments outside of university due to being on the Easter vac, which meant that they were unable to complete certain tasks. In the cases where tasks were left outstanding, these were moved to the backlog and will be prioritised for the upcoming 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.
* Ensure that all team members are aware of each other’s availability to mitigate risks

**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
* Continue iterating and implementing elements of the tutorial according to user feedback
* Conduct further playtesting to test the success of iterations to the tutorial level

**Meeting minutes:**

*All in attendance.*

*Team began meeting by revising the backlog on JIRA. Completed goals were removed and the outstanding backlog has been ordered to reflect the team’s priorities.*

*The team then reviewed playtesting feedback from the previous sprint and used this to identify which aspects of the game needed tweaking.*

*Having reviewed the feedback from the previous week, the team have agreed that additional work needs to be carried out regarding the instructions for the game and the visual feedback given to the player. For example, players commented that the flags above the cannons need to be more obvious and the general UI needs to be updated to provide more clarity to the player. In addition to this, it is clear from playtesting that there are some bugs that need to be addressed thus the team has agreed that the introductory and main game level should be stress tested in order to try and squash as many bugs as possible.*

*Following this, Amy discussed her tasks with the team. Since the task for creating a mechanic-specific scene level had been left outstanding at the end of the last sprint due to overlogging for other tasks and other commitments (which the team had been notified about prior to meeting), the team has agreed that this should take priority for the upcoming sprint.*

*The remainder of the meeting was spent discussing plans and identifying tasks for the upcoming sprint, as well as carrying out a studio jam.*

*Next meeting on Wednesday 17th 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, update ‘highlight’ particle system (2h)**

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, import new art assets and adjust orientations and position of new objects (2h)**

Import iterated 3D models into Unity main game and tutorial scenes. Ensure relative scales and pivot locations remain functional during existing player actions.

* **As part of a studio jam, adjust scripts and ensure that references are correct since importing the new assets (2h)**

Within the game manager and all ‘hazard’, ‘task’ and ‘interactables’ scripts, update object references to revised model prefabs and confirm existing functionality continues to work as intended.

* **As part of a studio jam, adjust colliders for objects so that they are appropriate for the new assets (2h)**

Recreate colliders for iterated models to maintain existing physics interactions. Where appropriate ensure colliders restrict player movement as design from playtest sessions.

* **Hold another round of playtesting: Testing the game’s introduction/tutorial to check the success of level iterations and stress testing the main game level (2h)**

The team should continue testing the game introductory/tutorial level to verify the success of the most recent changes and collect feedback so that further iterations can be made. In addition to this, the team should carry out stress testing on the main game level to iron out any existing bugs. Make use of the Easter vac to playtest the game on some new users within the target demographic and record their feedback accordingly.

* **As part of a studio jam, iterate the game based on playtesting feedback (2h)**

Iterate the introductory/tutorial level, as well as the main game level, based on user feedback gathered through playtesting. This should include any design changes, as well as possible hotfixes between rounds so that the team does not gather repeated feedback.

**Henry (12 Hours):**

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

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, import new art assets and adjust orientations and position of new objects (2h)**

Import iterated 3D models into Unity main game and tutorial scenes. Ensure relative scales and pivot locations remain functional during existing player actions.

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**Amy (12 Hours):**

* **As part of a studio jam, iterate the instructions screen to include an animation for each button (2h)**

Iterate the instructions screen so that it takes the player through the control scheme for the game step-by-step. This should include an animation that causes each button to pulsate/glow to indicate which button is being referred to at any given point.

* **As part of a studio jam, create new UI icons to match the iterated game models (1h)**

As discussed as part of the meeting, create some revised UI icons that match the iterated 3D assets for the game.

* **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 barrel model iteration (1h)**

As discussed previously, recreate the barrel 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 bucket model iteration (1h)**

As discussed previously, recreate the bucket model with game-legal dimensions, so that the scaling behaviour design iteration can be implemented by the team’s programmers.

* **Hold another round of playtesting: Testing the game’s introduction/tutorial to check the success of level iterations and stress testing the main game level (2h)**

The team should continue testing the game introductory/tutorial level to verify the success of the most recent changes and collect feedback so that further iterations can be made. In addition to this, the team should carry out stress testing on the main game level to iron out any existing bugs. Make use of the Easter vac to playtest the game on some new users within the target demographic and record their feedback accordingly.

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