**GROUP PROJECT, GROUP 3**

**DATE: 17 April 2019**

TIME: **13:00 – 16:30**

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

**LOCATION:** *COMMON ROOM*

**Minute Taker: Amy Potter**

**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.

During this meeting, the team conducted another round of playtesting with three pairs of second-year university students, hotfixing any issues between pairs when possible.

As a general summary, we found that:

* There were issues with collisions on the ship which meant that players could move outside the boundary of what should be possible.
  + This will be fixed by modifying and enlarge the boundaries surrounding the ship.
* Players found it easier to tell when they were holding an object and what they were holding, based on the changes to the character models where they hold the item above their head
* The updated 3D assets are clearer, so it is much easier to see what an object is supposed to be. With the improvement of the 3D assets came efficiency improvements and less lag during gameplay as they were more optimised for use in engine.
* The implementation of a control scheme overview meant that players were more aware of how to play the game

The team spent the remainder of the meeting discussing the outcomes of playtesting questionnaires which indicated that users responded better to the tutorial that was more focused in comparison to that which featured the full ship overview, as it did not contain any unnecessary clutter.

*Next meeting on Monday 22nd 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.

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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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