**GROUP PROJECT, GROUP 3**

**DATE: 22 April 2019**

TIME: **13:00 – 18:00**

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

**LOCATION:** *A2.07*

**Minute Taker: Tom Gibbs**

**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
* Through consistent communication, the team were able to negotiate and adapt their work appropriately to overcome all issues during the sprint

**What went badly**

* Team were not able to attract as many (new) playtesters as almost all student at UoS are currently on Easter vacation. This meant the team had to test with a higher percentage of existing players and rely on some internal playtesting to stress test the current game version.

**How the next sprint can be improved**

* Remain aware that footfall at UoS will continue to be reduced over Easter, consider alternate/additional ways of seeking playtesters.
* 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 to hold a round of playtesting each week, every week.
* While not an impact to team’s work due to continuous communication, some JIRA tasks were advanced after having been completed – team should look to update tasks in real time for the benefit of ‘investors’.

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

* Use the outcomes of these tasks to conduct further playtesting to confirm success of iterations made
* Playtest analysis will focus on the current tutorial iteration
* Define tutorial section ‘structure’ to allow the completion of all tutorial sections

**Meeting minutes:**

All in attendance.

Team began by reviewing the Easter availability spreadsheet to confirm each members capacity for completing tasks before playtesting takes place on Thursday. All team members confirm they can complete approximately 8 hours of tasks with the remaining time being reserved for playtesting/playtest feedback analysis.

Team combed the backlog and agreed that completing the player avatar customisation/reward stories remain a lower priority than iterating the tutorial/gameplay levels. Team has taken decision to keep iterating the higher priority elements as much as possible in the remaining time and not to assign task time to completion of these stories.

Team then negotiated tasks, using the latest playtest feedback to guide development.

* Tasks created to bug fix issues regarding usability found during last session
* Tasks created to further iterate UI images recognisability
* Tasks created to address tutorial animations prominence
* Tasks created to address tutorial model’s recognisability

Due to the final submission deadline approaching, the team aim to use this sprints playtest feedback to define the structure of each tutorial section.

This will allow the team to create a uniform experience for players during the next sprint with time for one final round of playtesting with one final week for polishing the most necessary areas.

Team discussed this weeks playtesting falling within Easter vac and the predicted difficulty in gathering testers - agreeing that it may be beneficial to upload a game version and request online playtesters. Team will look to create a playtester page on Thursday while also holding physical playtesting.

Before leaving all members confirmed their tasks positions, and ensured all members understood what is expected from completed tasks.

All unfinished tasks will be completed prior to Thursday’s meeting so playtesting can be held.

Next meeting on Thursday 25th 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, iterate ‘restricted’ tutorial level design (1h)**

All team members must use playtest feedback and game design knowledge to design the next tutorial level layout, objects present, position of objects present and player perspective during play.

* **As part of a studio jam, implement iterated ‘restricted’ tutorial level design (2h)**

Once iterated level design has been agreed by the team, programmers are to implement the updated design and confirm functional within Unity.

* **As part of a studio jam, design new tutorial indicator animations (3h)**

All team members must use playtest feedback as a guide to redesign the visuals of the tutorial object animations. All task time must be used to design variations and further improvements before implementing them within Unity to internally assess their qualities match those desired by previous testers.

* **As part of a studio jam, make revised models compatible with buoyancy functionality (2h)**

Update revised models imported during the last sprint to interact with the main levels ‘flood plane’ as it rises and falls.

* **As part of a studio jam, hold another round of playtesting (tutorial iteration) (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. As a secondary goal, the team should carry out stress testing on the main game level to iron out any existing bugs.

* **As part of a studio jam, publish a public online playtest build (30m)**

Using itch.io, create a page with a downloadable game build to request external playtesters and direct them to an online feedback questionnaire to gather responses.

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

Using playtest feedback, hotfix any usability issues identified.

Any remaining task time must be used to iterate the introductory/tutorial level. This should include any potential level design changes.

**Henry (12 Hours):**

* **As part of a studio jam, iterate ‘restricted’ tutorial level design (1h)**

All team members must use playtest feedback and game design knowledge to design the next tutorial level layout, objects present, position of objects present and player perspective during play.

* **As part of a studio jam, implement iterated ‘restricted’ tutorial level design (2h)**

Once iterated level design has been agreed by the team, programmers are to implement the updated design and confirm functional within Unity.

* **As part of a studio jam, design new tutorial indicator animations (3h)**

All team members must use playtest feedback as a guide to redesign the visuals of the tutorial object animations. All task time must be used to design variations and further improvements before implementing them within Unity to internally assess their qualities match those desired by previous testers.

* **As part of a studio jam, correct cannon manager scripts to ensure correct UI displayed throughout tutorial (2h)**

Update cannonObj.cs to ensure that when loaded through successive stages the correct in-game world-space UI is updated to the correct state.

* **As part of a studio jam, hold another round of playtesting (tutorial iteration) (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. As a secondary goal, the team should carry out stress testing on the main game level to iron out any existing bugs.

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

Using playtest feedback, hotfix any usability issues identified.

Any remaining task time must be used to iterate the introductory/tutorial level. This should include any potential level design changes.

**Amy (12 Hours):**

* **As part of a studio jam, iterate ‘restricted’ tutorial level design (1h)**

All team members must use playtest feedback and game design knowledge to design the next tutorial level layout, objects present, position of objects present and player perspective during play.

* **As part of a studio jam, create revised object sprites for the Crow’s Nest UI (2h)**

Create drawn transparent png images of each of the UI sprites to replace the current screenshots of models used.

For playtesting, as a minimum complete task should yield images of:

* + Cannon
  + Cannonball
  + Gunpowder
  + Wood plank
  + Damage hole
  + Ship hold
* **As part of a studio jam, design new tutorial indicator animations (3h)**

All team members must use playtest feedback as a guide to redesign the visuals of the tutorial object animations. All task time must be used to design variations and further improvements before implementing them within Unity to internally assess their qualities match those desired by previous testers.

* **As part of a studio jam, continue iterations of the ‘loading’ input instruction screen (2h)**

Using feedback from the previous sprint, continue to adapt the loading screen mechanic/control introduction with the aim of making it as intuitive as possible (understood by players in the shortest amount of time possible).

* **As part of a studio jam, hold another round of playtesting (tutorial iteration) (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. As a secondary goal, the team should carry out stress testing on the main game level to iron out any existing bugs.

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Using itch.io, create a page with a downloadable game build to request external playtesters and direct them to an online feedback questionnaire to gather responses.

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

Using playtest feedback, hotfix any usability issues identified.

Any remaining task time must be used to iterate the introductory/tutorial level. This should include any potential level design changes.