**GROUP PROJECT, GROUP 3**

**DATE: 25 April 2019**

TIME: **10:00 – 17:20**

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

**LOCATION:** *A2.07*

**Minute Taker: Tom Gibbs**

**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.

All team members confirmed completion of their assigned tasks and a current build of the game was created for playtesting.

Team were able to find 3 pairs of testers at UoS with no previous game experience.

The team agreed that further playtest feedback is needed at this stage in development with final submission nearing.

Team created a further feedback questionnaire and an itch.io page with a downloadable build of the game.

Team shared the page via social media and will await tester feedback.

Team will meet tomorrow to review all feedback from physical and online testers.

Next meeting on Friday 26th April @ 12:30.

***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.

* **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.