**GROUP PROJECT, GROUP 3**

**DATE: 26 April 2019**

TIME: **12:30 – 16:00**

**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.

Team reviewed playtest feedback from questionnaires for both physical playtesters at UoS and for online playtesters via itch.io.

Team compared the success of the current iteration to the feedback received across all previous iterations to identify the most successful elements of the tutorial.

*Feedback indicates:*

* Players found it much easier to determine the desired actions with on screen objects reduced to only those essential
  + Feedback and observations in the ‘restricted’ iterations showed players reactions to prompts taking far less time and did not result in testers asking the team for guidance during tutorial prompts.
* Players did show confusion in latest iteration over the different restricted sections
  + Players did not seem to expect that the level ‘design’ would change to introduce each mechanic and were not able to (quickly) identify all objects during the main level/final tutorial section.
* Players understood the withdrawal of hold objects immediately.
  + Using the player arm position to display held objects all but removed confusion associated with the hold timers which have been present in all previous playtests. Dramatically reduced player time interacting with the Dpad menu.
* Some players did not immediately notice the object animations to indicate the next interaction
  + Some players described the animation as “too weak” and had a delayed response reacting to it
  + Note: some players thought the cannon animation was too prominent and described it as interfering with the model
* (Minor improvement) players responded more quickly to boldened particle ring systems.
  + Players appeared to identify the highlighted option more quickly and commented that the solid ring was more obviously a guiding indicator than an object in the game scene.
* Players shown the input introduction ‘loading’ screen were able to interact with scene objects far more quickly than in previous tests
  + While not a complete solution to player misunderstanding or confusion over controls, the team witnessed a definitive improvement in player understanding (in terms of input controls and early mechanic understanding) when interacting with the ship hold and loading on resources into ship cannons.
* Players did not always associate the updated UI images to their game object counterparts

*Because of this feedback, in the next sprint the team will iterate the current tutorial designs by:*

* Restricting the objects, the players can access by keeping the view and level design continuous across all sections, but only include the objects needed within each section.
  + Team hopes this will eliminate confusion between sections as player view will be unchanged and positions of objects won’t be changed (but spawn or not spawn)
* All tutorial sections will be amended to display from the same viewpoint
* Team will iterate the indication animations on all necessary objects
  + Rather than scale/colour team will consider the addition of UI elements to highlight the object – team hope this will address complaints of “not obvious animations” while also considering feedback received that further increase in animation scale would cover the cannons interactable area
* In the main game level (and specific areas of tutorial) interaction timers need to be amended to more appropriately match speed of level and scale of task.
* Usability issue: some online feedback questionnaires highlighted that players would sometimes only be able to interact with the cannons when facing them at specific angles. Team have not been able to replicate this but will test for occurrences and fix next sprint.
* Usability: players understood the hand drawn UI elements less than the previous screenshot of model renders
  + Team should replace the updated assets with the earlier versions as players more quickly associated screenshots of the models with the models rather than the slightly stylised versions produced during the last sprint.
* Produce variations of the input introduction ‘loading screens’
  + Team hope that in addition to helping players immediately learn the games input controls, there is potential for these screens to help introduce mechanics during the tutorial level. Team will need to produce variants for further playtesting to determine if an effective method.

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.