**GROUP PROJECT, GROUP 3**

**DATE: 29th April 2019**

TIME: **13:00 – 18:00**

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

**LOCATION:** *A2.07*

**Minute Taker: Henry Crofts**

**Item One: Post-mortem 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
* Team were able to set up a plan to iterate the game from the feedback received by playtesters.

**What went badly**

* Some bugs that the team thought had been eradicated popped up, slowing down some of the progress made, although this was a set back team were able to quickly overcome and catch up to the schedule.
* Some testers that the team found had tested the game previously due to students being away or busy with assignment deadlines coming up.

**How the next sprint can be improved**

* Acquire new testers for the final sprint to make sure as much feedback and iterations are performed before the project deadline.
* 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)***

* Complete the tutorial section of the game
* Playtest analysis will focus on the final tutorial iteration
* Define tutorial section ‘structure’ to allow the completion of all tutorial sections
* Work on balancing values and variables for timers within the main game level.

**Meeting minutes:**

All in attendance.

Once all members of the team were present, team started to discuss the feedback received from the previous round of playtesting and started to formulate a plan to implement and iterate based on this feedback. Team have agreed that this sprint will need to focus on making sure the tutorial is fully implemented and runs smoothly to ensure that the player is shown each section of the game and understands how to perform during the main game level.

Team then combed through the backlog to see which tasks still needed to be completed and prioritised any issues / tasks that were left to be completed. Areas identified as the highest priority are as follows; (not in any order).

* *Playtesting –* As has been a priority throughout the final stages of the project, playtesting and feedback is essential to the progress, iterations and overall outcome of the delivered product.
* *Input instruction splash screen –* Players have now been exposed to a couple iterations of the controls splash screen shown before the level loads, which has received positive feedback. Team will continue iterations to remove clutter and increase clarity.
* *Crow’s Nest UI –* Team have decided after receiving mixed reviews to return the images shouted out by the Crow’s Nest to the object renders rather than our own hand drawn images due to clarity issues.
* *Tutorial Design and Implementation –* Playtesting has improved the team’s confidence of the way the tutorial is currently designed receiving positive feedback. Using this feedback, Tom and myself will begin finishing off the final stages of the tutorial using the same techniques.
* *Game Mechanics* – After multiple playtest iterations the team have noticed players struggling with the firepit and having too many things to juggle. Team will begin testing with various variables changed and other parts removed to test the differences and player’s workloads.

The team have also noticed that there are some usability issues that need to be addressed as made apparent by playtesting feedback. The main usability issues identified are as follows; (in no order).

* *Interacting with cannons* – Players have noticed issues with loading the cannons from certain angles. Team have agreed to investigate collider positions and work on improvements.
* *Tutorial animations* – Issues have become apparent with the objects animating during the tutorial to direct the players to certain locations / items. When the player gets close to the item the colliders are also animating and causing the player to be pushed around. Team have decided to redo the animations ensuring that the colliders stay the same size before the animations are played.
* *Player movement / frequency of events* – Players have been making the team aware that there are too many events happening at once and players are unable to get between each event in time. Team have decided to test reducing the number of events and / or increasing the player’s movement values. Both will be tested to find the best balance.
* *Player’s still unsure when they are carrying an item* – Team have noticed this to be a reoccurring issue and have agreed that current iterations are not enough and will investigate other options such as increasing scales, player pose and colours when picking up and interacting with the various objects within the level.

***Next meeting on Thursday 2nd May @ 11:00AM.***

***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 hold a round of playtesting for the tutorial level (1h)**

Find a # of players from within the labs or via online download and ask them to play the tutorial level in its current state and give feedback.

* **As part of a studio jam hold a round of playtesting for the main level (1h)**

Find a # of players from within the labs or via online download and ask them to play the main level in its current state and give feedback.

* **As part of a studio jam, discuss feedback received from players and discuss solutions to any problems (2h)**

Gather all feedback received from the previous week and current weeks playtests and sort the feedback into different categories, such as good, bad and game breaking.

* **As part of a studio jam, continue development of the tutorial moving onto the next stages. Seagull, Rocks Etc. (4h)**

Move onto the next stages of the tutorial to begin introducing the players to the other events present in the game.

* Rocks
* Whale
* Seagull

**As part of a studio jam, iterate the animations presented in the tutorial level as per player feedback. (1h)**

Update animations on the various objects throughout the level to fit in with player feedback.

"Even if you make something **as obvious as you can** possibly make it, **half the people** will miss it the **first three times** they see it" (Butcher and Griesmer, 2002)

* **As part of a studio jam, adjust the action times for loading the cannons, mopping the deck, and steering the ship (1h)**

Adjust the time it takes to complete actions around the scene.  Player feedback states that some actions take too long to perform and make the game too hard.

* **As part of a studio jam, adjust the respawn times for the players and items (1h)**

Adjust the time it takes to respawn the player and items that might get thrown of the ship due to the whale event.

* **As part of a studio jam, adjust the cooldown timers on the ship's hold (1h)**

Tweak the cooldown timer on the hold to retrieve items from the hold.  Players claim they are waiting around sometimes to get another item from the hold.

**Henry (12 Hours):**

* **As part of a studio jam hold a round of playtesting for the tutorial level (1h)**

Find a # of players from within the labs or via online download and ask them to play the tutorial level in its current state and give feedback.

* **As part of a studio jam hold a round of playtesting for the main level (1h)**

Find a # of players from within the labs or via online download and ask them to play the main level in its current state and give feedback.

* **As part of a studio jam, discuss feedback received from players and discuss solutions to any problems (2h)**

Gather all feedback received from the previous week and current weeks playtests and sort the feedback into different categories, such as good, bad and game breaking.

* **As part of a studio jam, continue development of the tutorial moving onto the next stages. Seagull, Rocks Etc. (4h)**

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**Amy (11 Hours):**

* **Iterate ship model to remove fire-pit and correct disproportional sizes (5h 30m)**

Iterate the new ship model to remove the firepit from the front of the ship and to help keep the rest of the ship in the correct proportions

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Find a # of players from within the labs or via online download and ask them to play the tutorial level in its current state and give feedback.

* **As part of a studio jam hold a round of playtesting for the main level (1h)**

Find a # of players from within the labs or via online download and ask them to play the main level in its current state and give feedback.

* **As part of a studio jam, discuss feedback received from players and discuss solutions to any problems (2h)**

Gather all feedback received from the previous week and current weeks playtests and sort the feedback into different categories, such as good, bad and game breaking.

* **Implement most recent control scheme iteration onto loading screen (1h 30m)**

Implement the most recent iteration of the loading screen into the Unity project

**Bibliography**

Butcher, C and Griesemer, J. (2002). *Creating the Illusion of Intelligence: Where AI and Level Design Overlap in Halo’s AI.* [online] gdcvault.com. Available at: <https://www.gdcvault.com/play/1022590/Creating-the-Illusion-of-Intelligence> [accessed 31st March 2019].