**GROUP PROJECT, GROUP 3**

**DATE: 2nd May 2019**

TIME: **13:00 – 18:00**

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

**LOCATION:** *A2.07*

**Minute Taker: Henry Crofts**

**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.

Team met up to hold a round of playtesting. Team were able to find a few players to test the game. Team are still in agreement that having players fill out a questionnaire restricts the players answers are they are rather restricted within their replies and have such decided to continue further tests by observing the players and their reactions to certain situations and the conducting an interview after the session to receive their feedback within their own words. Team have found this to be a more productive way to receive feedback, although agree that the questionnaire also provided valuable feedback in a more broad and generic way to help hone in on the areas that need iterations.

***Next meeting on Friday 3rd 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.

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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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* **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].