**GROUP PROJECT, GROUP 3**

**DATE: 3rd May 2019**

TIME: **11:00 – 17:30**

**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 to discuss the feedback received from the previous round of playtesting held yesterday on the 2nd May. This feedback confirms some of the design choices that the team has made due to feedback previously attained. Although some testers were reoccurring (which provided valuable feedback on the changes) most testers were new. The feedback received is as follows; (in no order).

* *Input instructions splash screen* – The minimal design of the current iteration has proven positive with players understanding the controls quicker. Design will be further iterated during the final sprint with background/foreground contrasts being updated.
* *Crow’s Nest UI* – Returning to the previous renders received positive feedback and helped players understand the correlation between the items they were retrieving and the commands they had to follow.
* *Balance* – Team have agreed that the balancing of the player’s movement speed and task frequency is reaching a good level but will continue to be addressed and further iterated following playtest feedback within the final sprint, especially with the removal of the firepit to light the torch used to fire the cannons.
* *Tutorial animations* – Team have improved the animations and issues players were having with the colliders animating with the objects pushing the player away. Only one tester reported this as an issue and is a vast improvement over the previous animations.
* *Tutorial structure* – The new tutorial structure of the game’s different mechanics has improved with player’s understanding with only a small selection of testers requiring direction from the team. The section most players had an issue with was with bailing the water from the deck. To address this issue the team have discussed and agreed upon some techniques to fix the issue, these are (in no order).
  + Add affects to the “*trigger*” areas where players will be able to perform the bail action once holding the bucket.
  + Investigate ways to improve reliability of the system recognising when players are within the trigger areas.
  + Add particle effects when action is completed to give visual cues as to why the water level is reducing.
* *Free play between tutorial sections* – Players were misinterpreting the free play sections of the tutorial believing it was still the tutorial explaining the mechanics and be unaware of when these sections started and finished. Almost all testers queried what was happening and why the Crow’s Nest started shouting out different commands from previous sections of the tutorial. Team have discussed ways to improve this confusion however if the team are unable to come up with a solution this will be removed from the tutorial and a clear indication to each completed section will replace it.
* *Game play view point* – While changing the view port of the game for the tutorial to include less of the ship and focus on just that section of the tutorial provided slight clarity for the testers it also confused them during the main game when the level was completely different. Team have decided that the new view point while benefits each section of the tutorial, ultimately confused players in the main game and therefore have decided to revert back to the previous camera angle which is identical to the main game level.

Testers were also able to give the team feedback on the mechanics that had been changed due to tester feedback;

* The firepit at the front of the ship continues to be a problem for players not understanding that they will need to relight the torch. When this is completed correctly players are too often unable to reach the cannons to fire upon the enemies in time.
* When testing the game with the firepit removed but increasing the spawn rate of the seagulls (a small manageable task for players to complete, used as a filler task as does no damage to ship and is low priority) players were able to complete tasks much more often while still providing a challenge but manageable if testers communicate with each other.
* Team reintroduced buoyancy mechanics which were received positively as objects started floating around and weren’t in the same place player’s left them, which added a humour and a slight challenge to the game without disadvantaging the player.

Overall the team believe that this round of playtesting has been very successful and provided the team with an abundance of positive feedback showing that the game is heading in the right direction, team are eager to engage in the final sprint and provide a final balancing of variables to produce the highest level of enjoyment in the final deliverable project.

***Next meeting on Monday 6th May @ 12:00PM.***

***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.

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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.

**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

* **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.

* **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].