**GROUP PROJECT, GROUP 3**

**DATE: 6 May 2019**

TIME: **13:00 – 18:00**

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

**LOCATION:** *A2.07*

**Minute Taker: Tom Gibbs**

**Item One: Postmortem 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
* Team noted continued improvements in playtester feedback when interviewed post-play
* Team are pleased with the progress made over the duration of the project and are happy with the level of gameplay polish that playtesting has provided.
* Team are pleased with the development decisions made, the choice to focus on gameplay elements and iterating for polish rather than including all designed elements – feeling that the project has been made far better because of this
* Through consistent communication, the team were able to negotiate and adapt work appropriately to overcome all issues during the sprint

**What went badly**

* As the final deadline approaches the team has had to ‘crunch’ to apply as much polish as possible, though all team members are happy to do so.
* As the team works together in in-person studio jams and keeps other members updated, team occasionally overlooked advancing of the JIRA sprint in real-time

**If project continues after final submission, how future development could be improved**

* Maintain level of communication. This has ensured the team has been able to adapt to any unforeseen issues and mitigate risks as they have appeared.
* Continue playtesting and iteration based on feedback received.
* While team made efforts to improve accurate logging on real-time JIRA tasks, this was not always done as perfectly as it should have been. For the benefit of investors team should provide as much clarity as possible to all external parties.
* With more time in addition to focusing on playtesting and iteration, team should implement the customisation and reward ratios designed early in the project to keep players engaged.

**Overall aims of the current sprint *(Detailed tasks, user stories and time allocations are tracked on JIRA)***

* Implementation of design advice from previous week
* Final polish of tutorial and gameplay elements using all feedback received so far
* Final round of playtesting
* Preparation of all final submission content for assessment and submission by end of week

**Meeting minutes:**

All in attendance.

All team members have advised they are happy and available to contribute more than the usual 12 hours to ensure that a level of polish is applied that all team members will be satisfied with.

Team began the meeting by reviewing all playtesting feedback received throughout the project and selecting the most appropriate areas where added polish will improve the player experience and onboarding throughout the introductory tutorial section.

Tasks were defined and negotiated amongst the team, focusing on:

* Game view perspective
  + while players seem to have an easier time during the tutorial with less clutter, when transitioning to the main game there is confusion regarding different camera position, object locations, where hazards can appear and which could interact with each other. Team have agreed the best option to help overall player understanding is to return the perspective to that of an earlier iteration.
* Input instruction loading screen, implementing final design
  + Since introduced, the team have noted testers have interacted far quicker with game objects and with greater confidence. Team have noticed a reduction in questions at each iteration. Team will continue to polish this design to further benefit player understanding.
* Internal stress testing of tutorial sections
  + Team feel confident that numerous playtest sessions held already have shown most game breaking behaviour testers have shown. This testing can be conducted internally to identify any areas which don’t function reliably or as intended.
* Visual telegraphing in the bail mechanic
  + Tester feedback has expressed that when the water level is high above the deck, and as players are focused on assessing the next active task, it is hard to tell whether the action has been fully completed. Team will add a particle system to the buckets functionality to give greater clarity to the action.
* Swapping of tutorial ‘freeplay’ sections for ‘completion ticks’
  + Something the team did not predict, testers often did not notice the end of a tutorial section and assumed the later instructions related to the same task, and rarely did not make any differentiation between the sections.

This lead to player confusion in the freeplay elements and appeared to break the logical flow of the built experience with testers asking whether they were still in a tutorial.

The team will replace freeplay areas with visual telegraphing to bookend the start and end of each section through the crows nest UI.

* Development of buoyancy mechanic
  + Testers have responded to this mechanic well, often finding it surprising and mildly funny. Beyond this, team observed one pair of testers use the mechanic as part of their strategy by floating objects to each other, by-passing an area not traversable. Team will adjust variables and customise each objects floating behaviour to experiment with realism/exaggeration to try to increase player surprise.
* Further iteration of player speed/task completion times
  + Testers have increasingly responded well to value adjustments made by the team, though the team are certain further balancing can take place. The team do not expect to make any drastic changes since the majority of game outcomes now appear to be dictated by the quality of teamwork rather than the game being too hard/easy.
* Further testing/iteration of colliders to make interactions more reliable
  + Internally testable, the team will ensure that usability of the game is a good as possible by repeat testing of game interactions.

Remaining task time will be assigned to playtesting, gathering feedback, and for production of all submission material.

Team began working through tasks within the studio-jam.

Team have agreed that studio-jams should still be held to complete tasks. Team will meet again Tuesday and Wednesday to continue working through tasks together, though the next formal meeting will be held on Thursday to conduct the final round of playtesting and produce the teams final submission material.

Next formal meeting on Thursday 9May @ 13:00.

***Detailed tasks, task descriptions, user stories and time allocations are tracked on JIRA.***

**Tasks for the current week:**

**Tom (15 Hours):**

* **As part of a studio jam, reimplement consistent tutorial structure and perspective (3h)**

The player view perspective and contents of the tutorial level must be returned to a consistent, full-level view and function is response to player feedback.

* **As part of a studio jam, implement end of tutorial sections ‘completed’ UI (1h)**

The ‘freeplay’ sections of the tutorial must be replaced with visual signifiers that highlight the beginning and successful completion of each mechanic. Player feedback suggests this will be a more effective structure for new players.

* **As part of a studio jam, implement telegraphing particle system to bail mechanic (30m)**

Play a particle system similar to a shrunken version of the whale system on completion of the bail action. Particle system must extend far beyond the player and bucket to make it clearly visible from any player position.

* **As part of a studio jam, improve customisation options of buoyancy script (1h)**

Script must be extended to allow for customised floating behaviours to be created for each object type. Must consider weight (spring to water level) and natural buoyancy (float axis).

* **As part of a studio jam, conduct internal stress testing to identify any issues (3h)**

The team must stress test the game build for any bugs previously known and with the intent of discovering new bugs so that the games reliability and robustness can be polished.

* **Hold an external playtesting session (2h)**

Team must hold a playtesting session where pairs of players from outside the team both with no previous game experience, and with previous game experience are given the tutorial and main game to play.

The team must observe player interactions, actions and following the session discuss the experience with the testers.

* **As part of a studio jam, iterate the gameplay variable values using playtesting feedback and internal testing (3h)**

Using playtesting feedback and internal playtesting, adjust remaining values which the team believe can be balanced for a better player experience.

Consider player speed, hazard frequency, debuff to players, action durations and distance of items in level.

* **As part of a studio jam, produce edited video for final submission (2h)**

Record and edit a video showing MVP in addition to creation of a game executable.

* **Ensure individual final submission materials are completed by the sprint end (30m)**

Team members are individually responsible for submission of all post mortems and final submission material prior to the sprint end.

**Henry (15 Hours):**

* **As part of a studio jam, reimplement consistent tutorial structure and perspective (3h)**

The player view perspective and contents of the tutorial level must be returned to a consistent, full-level view and function is response to player feedback.

* **As part of a studio jam, implement end of tutorial sections ‘completed’ UI (1h)**

The ‘freeplay’ sections of the tutorial must be replaced with visual signifiers that highlight the beginning and successful completion of each mechanic. Player feedback suggests this will be a more effective structure for new players.

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* **As part of a studio jam, improve consistency of player UI behaviour on interaction end (1h)**

On occasion team are aware of player UI shader projector not being reset as well as acting in an inconsistent manner. Task completion should see uniform and predictable behaviour across interaction with all interactable, hazards and on deck items.

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**Amy (13 Hours):**

* **As part of a studio jam, produce end of tutorial sections ‘completed’ UI sprites (30m)**

The ‘freeplay’ sections of the tutorial must be replaced with visual signifiers that highlight the beginning and successful completion of each mechanic. Player feedback suggests this will be a more effective structure for new players.

* **As part of a studio jam, implement telegraphing particle system to bail mechanic (30m)**

Play a particle system similar to a shrunken version of the whale system on completion of the bail action. Particle system must extend far beyond the player and bucket to make it clearly visible from any player position.

* **As part of a studio jam, continue iterations of the input instruction screen (2h)**

Continue polish of the instruction loading screen to make all information as digestible as possible in the shortest amount of viewing time.

* **As part of a studio jam, conduct internal stress testing to identify any issues (3h)**

The team must stress test the game build for any bugs previously known and with the intent of discovering new bugs so that the games reliability and robustness can be polished.

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