**GROUP PROJECT, GROUP 3**

**DATE: 9 May 2019**

TIME: **13:00 – 00:00**

**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)***

* 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.

Team held playtesting with testers with no previous exposure to the game and with those who has played earlier iterations.

Team are generally very pleased with the feedback received from both new and old testers, leading the team to believe the focus of our polish over the last months of the project has been well placed in the areas of highest player impact within the time allowed.

* Players more often and more easily understood the tutorial sections and the transition to the main game now that the perspective is maintained throughout the game and tutorial sections are marked as complete as the players progress through them.
* Only in one instance did an issue during the tutorial present itself where a damage game object on the ship deck entered the incorrect state on spawning. No other testers encountered this and only during a significant amount of playthroughs did the team replicate the issues where the initial playthrough after launching unity causes the issue, but no subsequent playthroughs give the same result. If Unity or the .exe is closed and relaunched the issue always occurs on the initial playthrough and never on subsequent launches.
* During gameplay, the variable values appear to be more well-balanced, with testers outcome ranging from successful completion to failure –depending on understanding of the tutorial/team communication rather than unwinnable positive feedback loops or an easy victory from lack of task frequency.
* Testers commented they enjoyed the buoyancy mechanic. Was received as a natural part of gameplay and was demonstrated to cause mild humour and player experimentation with the mechanic as a plan to pass (float) objects between players, which occurred between two different pairs of testers without prompting from the team.
* Negative feedback loop of flooding removing seagull poo appears to have been balanced appropriately and understood by testers.
* Testers recorded do seem to have enjoyed themselves and spoke with neutrality/positivity about the tutorial and positively of the main gameplay experience.

Playtesting analysis and time spent trying to replicate the issue experiences by one pair of testers took longer than the team anticipated.

The identified issue only occurs on the initial play after launching unity/.exe file. All subsequent plays function as intended.

The team were unable to rectify the issue and asked for Chris’ assistance who was unable to help the team solve the problem. Chris advised the team that if this cannot be fixed before final submission, that the team should post an explanation along with the final submission to avoid confusion for markers.

Team used remaining jam time to complete editing and production of both the final submission video.

Team will complete postmortems individually before meeting tomorrow to submit all material ahead of final submission deadline.

***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.

* **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 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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* **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.

**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.

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

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