From: Amy Potter (s183169)

Sent: 04 November 2018 18:39

To: Bethany Cowle (s183023); Daniel Pokladek (s184264); Alice Baker (s183609)

Subject: Re: Group Project - Week 6

Hey Beth,

I definitely brought it up. I mentioned that I thought it would take more time to design the seeds/saplings for the trees and flowers, as well as mentioning the paper prototype. It doesn't matter that we didn't predict it correctly this time, this just gives us something to reflect and improve on in the future.

- Amy

Get Outlook for Android

From: Bethany Cowle (s183023)

Sent: Sunday, 4 November, 18:34

Subject: Re: Group Project - Week 6

To: Amy Potter (s183169), Daniel Pokladek (s184264), Alice Baker (s183609)

Hi Amy,

Which tasks do you think were underestimated? I don't remember you mentioning it in the

meeting but it's okay if you didn't get them done, sometimes it's difficult to predict how long

tasks will take.

Beth

From: Amy Potter (s183169)

Sent: 04 November 2018 17:16:46

To: Daniel Pokladek (s184264); Alice Baker (s183609); Bethany Cowle (s183023)

Subject: RE: Group Project - Week 6

Hey all,

I’ve just finished my 12 hours of work for the week. I’ve had to overlog on the majority of my

tasks since they were underestimated, as I predicted in our group meeting, and this means that

two of my tasks are incomplete and will need to be carried over to a different sprint (not

necessarily the one for the upcoming week).

Hope this is okay with everyone.

-Amy

Sent from Mail for Windows 10

From: Daniel Pokladek (s184264)

Sent: 03 November 2018 22:19

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Just an update on the previous email, the issue is resolved.

The remaining of my tasks will be done tomorrow.

Sorry,

Daniel

From: Daniel Pokladek (s184264)

Sent: 03 November 2018 20:16:02

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hello Team,

Just letting you know that i've run into a programming problem with the game, I'm currently

trying to fix it.

I can't work on my other tasks, until I fix this issue. Hopefull it will be fixed today.

Daniel.

From: Alice Baker (s183609)

Sent: 02 November 2018 16:54:25

To: Daniel Pokladek (s184264); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

We haven't met every Tuesday and Thursday every week because it was never agreed on, if

we were all there at one time and someone wanted to discuss something we would, but it's not

always arranged so we can't assume we're meeting every day we're in university. We agreed to

meet on Monday's when I told everyone what my timetable was. I decided not to come in

Thursday as the session is optional, and I felt that catching up with my final project work was

more important.

You weren't ignored, you were clearly just unheard. If you think something needs to be talked

about and we didn't hear you the first time, don't just give up and never mention it again if it's

something important. I'm sure we all suggest ideas and no one notices, at least I know I do, but

you have to make yourself heard in a group, rather than 'knowing' something isn't going work

and not tell us for 2 weeks or however long we've had this idea.

I understand what the flaw may be, but we'll discuss it further on Monday. Recycling was going

to be for leaves that drop on the ground from trees, withered plants if they're not looked after,

maybe seaweed that washes up from the sea. We're rewarding the players with new items (e.g.

seeds) for tidying the waste on their planet. It could also be for when the player doesn't want

something on their planet anymore, for example if they wanted to recycle a tree to make space

for something else. As I said we'll talk about it more in the meeting, but that's how I understood

the concept.

Anything is likely to change in the project, especially when our main sorting mechanic seems to

be flawed.

I can agree that the animations aren't currently needed, but it gets to a point where we need to

set tasks between three designers. If artwork/animations are finished or in progress, this gives

us a head start for later on, which potentially means that if the artwork/animations are polished

earlier, we can fit in extra polish and play testing.

Alice

From: Daniel Pokladek (s184264)

Sent: 02 November 2018 16:31:44

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

We normally used to meet as a group, after the lecture with Heidi (we used to do the same after

Eddie's lecture); to update everyone on the progress. We were expecting the same to happen

this week.

Currently the biggest flaw with the sorting mechanic is, why would anyone want to recycle their

planet? As Amy mentioned in yesterday's meeting, the planet should act like a trophy for the

player for collecting all the objects.

At the moment, we are making the player recycle their rewards, to get some other items. In the

beginning of the game, the players won't have much to do as there isn't much to recycle on the

planet.

I have mentioned this issue before, when you've initially came up with the concept, but I was

ignored so I have not mentioned it again after.

With the new concept for the sorting mechanic that Amy came up with, the way players would

activate the sorting mechanic would change.

I can work on the current way we were going to have the mechanic, but I can spend that time on

other tasks that I know won't change (such as the inventory system).

Looking at the Backlog Excel document, the animations are not a necessity at the moment.

Daniel.

From: Alice Baker (s183609)

Sent: 02 November 2018 15:57:43

To: Daniel Pokladek (s184264); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Glad to hear that the spritesheet is working okay, I was planning on making more sprites to

make it smoother as we polish the game.

Amy only mentioned in the discord chat yesterday that she wanted to discuss the prototype, so

that can't be the reason for not completing the task. As we didn't arrange to have a meeting on

Thursday, that's why Beth and I didn't show up, Thursday morning was too late notice.

I'm a little concerned that the sorting mechanic has changed so drastically that this task can't be

worked on at all. I thought that the tasks created for this week did follow what we needed for the

MVP, which was the whole point of working on the paper prototype.

Alice

From: Daniel Pokladek (s184264)

Sent: 02 November 2018 15:43:22

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Sorry for sending double email, Beth's email came in as I was writing my previous one.

The task that was due on Wednesday has not been done, because there were some changes

that me and Amy have discussed in the meeting on Thursday.

The task might even be deprecated, as the we need to discuss the changes and agree on how

they will work.

We wanted to discuss possible changes on Thursday, but the only people that have showed up

was myself and Amy,

We've noticed that there are some flaws in the sorting mechanic. We will have to discuss it on

Monday.

We also need to talk about the task proprities, as I feel like some of the tasks we're creating are

not necessary for the MVP which is coming up soon.

It will be nice to have all of the things, but we need to finish working on the neccesary things

beforehand.

Daniel.

From: Daniel Pokladek (s184264)

Sent: 02 November 2018 15:36:03

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hey Alice,

Thanks for the spritesheets. While working on the game, it doesn't make much difference for us;

the main difference comes down to when we export the game for mobile.

Because we are aiming for mobile devices, using spritesheets is more ideal. With older devices,

having to load each frame for animation can cause the device to 'hiccup' and slow down.

With a spritesheet, we are esentially packing it all into a one sprite which is loaded at the start

and is kept in the memory, thus we don't need to load a new sprite for each frame of animation.

On more modern devices this is not as noticable, but due to our target audience (middle-aged

women) some people might be running the game on older devices. So we want it to be

compatible.

I've already tested the new spritesheet in Unity, and the tree looks good. Just one thing to keep

in mind, at the moment the animation looks 'laggy' due to the small amount of frames for each

animation.

We can refine it later on, when we start polishing the game.

Daniel.

From: Alice Baker (s183609)

Sent: 02 November 2018 15:14:05

To: Amy Potter (s183169); Daniel Pokladek (s184264); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hi everyone,

I'll be around on Monday to have a meeting after the morning session.

I've finished most of my tasks today. I've uploaded 3 shell designs, which I've made into wacky

colours but they can easily be changed. I've also created 3 designs for different types of

seaweed - we can use just one or all three eventually if you all like them. I've also uploaded the

autumn tree spritesheet. It took me ages to find a spritesheet generator that worked well for me,

so I added that time onto my task. So I hope this spritesheet is easier to work with in Unity!

I'll have to leave my last two tasks for the crab artwork and animation and finish those next

week. I've got to spend some time on changing my final project proposal so I can send to Eddie,

all before a potential buyer comes to look at my car at 5.30pm.

Let me know what you guys think of the artwork, I hope you're all getting on okay.

Thanks,

Alice

From: Amy Potter (s183169)

Sent: 01 November 2018 22:22:57

To: Alice Baker (s183609); Daniel Pokladek (s184264); Bethany Cowle (s183023)

Subject: RE: Group Project - Week 6

Hey guys,

I’ve just filled out our JIRA backlog with the user stories for the project. These are given priority

where Critical is necessary for MVP, Major is needed for game, but not required for MVP, and

Minor is “nice to haves” if time permits. I will begin adding tasks into the spreadsheet so that

these user stories are more manageable, and this will provide us with the basis of what we need

to add to our sprints over the next couple of weeks.

Will people be available on Monday to stay behind after the lecture and discuss the changes

made to the paper prototype? Dan has seen this today since he came into uni, but it’s

something we need to discuss as a group.

-Amy

Sent from Mail for Windows 10

From: Alice Baker (s183609)

Sent: 01 November 2018 14:58

To: Daniel Pokladek (s184264); Amy Potter (s183169)

Cc: Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hi guys,

Amy, I wasn't aware that I was doing these for a particular season. I just made them as a

general background for the day-night cycle. I guess they wouldn't be very different in the

different seasons anyway? I thought that the seasons would be determined more by the other

assets such as clouds, rain, sun rays, colour of foliage, etc. If you guys would like me to do

different skies for each season I'd be happy to do that next week.

Dan, I was also unsure about this but it would be as if the sun was behind the planet. I totally

agree with you that it doesn't make sense if the sun is moving across the sky, but if it was a

straight gradient I don't think it would make sense either? Maybe it can be justified by having

another light source (a bigger sun behind the planet) as I assume we don't have to base the

idea on our galaxy?

I'm not sure if we all heard this conversation on Monday, but I think it was Amy that asked me if

the gradient would be radial, I said it probably would be because it made more sense in my

head at the time. But I don't fully understand how the sun and moon will be working in the game

yet, so I can easily change if a different way looks better.

Thank you for the feedback,

Alice

From: Daniel Pokladek (s184264)

Sent: 01 November 2018 14:47:59

To: Amy Potter (s183169)

Cc: Alice Baker (s183609); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hey Alice,

Just a quick question, what is the yellow gradients behind the planet? I thought the sun will

rotate around the ‘Z’ axis (with sun and moon visible at all time), thus it will look really weird with

the orange gradient.

Daniel

Sent from my iPhone

On 1 Nov 2018, at 14:43, Amy Potter (s183169) <A.Potter2@uos.ac.uk> wrote:

Hey Alice,

What season are the skies for? As we are starting the game in Autumn I thought that’s what we

were going for, and they seem to match the Summer palette more than the Autumn one. Just

something I thought I would point out but otherwise I think they are okay.

-Amy

Sent from Mail for Windows 10

From: Alice Baker (s183609)

Sent: 01 November 2018 14:07

To: Amy Potter (s183169); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: Re: Group Project - Week 6

Hi guys,

I've just uploaded my work on the sky backgrounds. I spent a bit longer on my task so that I

could get some examples together, and show the final skies that I've chosen, but we can all

decide on this if you're not happy with what I've chosen. I really like the night sky and I think the

day sky is good, but I'm not entirely sure about the sunrise and sunset.

The stars for the night sky can be changed as well, it was just to try out what it may look like.

Let me know what you think!

Thanks,

Alice

From: Amy Potter (s183169)

Sent: 30 October 2018 15:51:26

To: Bethany Cowle (s183023); Alice Baker (s183609); Daniel Pokladek (s184264)

Subject: RE: Group Project - Week 6

Hey Beth,

I have included all of the information that Rob had written down on the sheet he gave us

yesterday, since I didn’t know about the daily routine, I’m working on that now. I will keep you

updated if I run into any issues.

-Amy

Sent from Mail for Windows 10

From: Bethany Cowle (s183023)

Sent: 30 October 2018 15:49

To: Alice Baker (s183609); Amy Potter (s183169); Daniel Pokladek (s184264)

Subject: Re: Group Project - Week 6

Hi everyone,

Thanks Amy and Alice for keeping us updated on your tasks. I'll have a look at the

psychographics and awe and wonder research tonight, hopefully there will be a lot of useful

information to help us when designing our game.

I also remember Rob mentioning to be very specific about psychographics when we met with

him, I think Alice is right saying it was before you arrived. I believe a lot of the information Rob

told us is on those sheets you took home yesterday after our meeting with Rob, as he wrote

most of it down on there when talking to us.

Dan, the tasks are due Wednesday night so it's alright if you don't have time to start them today,

but it would be good if you could attempt to get them done on Wednesday if possible. Some of

the feedback we received from Dan Mayers when we met with him yesterday was to set

deadlines for some tasks halfway through the sprint, as last week there was a lack of

communication through email so no one knew which tasks were being worked on/near

completion and a lot of them were left unfinished by the end, which was a problem. I

originally chose Wednesday for the deadline of those tasks as I know we all have a full day off

on Wednesday and it seemed to fit well with everyone's schedule when we talked about it

yesterday.

Thanks,

Beth

From: Alice Baker (s183609)

Sent: 30 October 2018 15:40:41

To: Amy Potter (s183169); Daniel Pokladek (s184264); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

I think it was last week before the meeting, he asked us to figure out as much detail as we possibly could. This could be what time she gets up, when she eats breakfast, when she gets dressed, when does she wake up the kids for school, literally anything and everything we can think of which will help us understand when she'll have time to play our game. I hope that helps!

Alice

From: Amy Potter (s183169)

Sent: 30 October 2018 15:37:10

To: Daniel Pokladek (s184264); Alice Baker (s183609); Bethany Cowle (s183023)

Subject: RE: Group Project - Week 6

Hey Alice,

I didn’t realise Rob had asked us to do a daily routine, what would you recommend including in

it?

Thanks.

-Amy

Sent from Mail for Windows 10

From: Daniel Pokladek (s184264)

Sent: 30 October 2018 15:29

To: Alice Baker (s183609); Amy Potter (s183169); Bethany Cowle (s183023)

Subject: Re: Group Project - Week 6

Hey Team,

I just wanted to let you know I might not be able to do some of my tasks before Wednesday.

As mentioned in the meetings last week, I'm currently driving my dad to/from work.

If I don't get any done today, I will do them tomorrow.

Daniel.

From: Alice Baker (s183609)

Sent: 30 October 2018 15:17:52

To: Amy Potter (s183169); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: Re: Group Project - Week 6

Hi Amy,

Thanks for uploading your research, I've now completed this research task and I believe a lot of

the information is useful. I spent an extra half an hour to type up my thoughts from the research

and how we might be able to use it in our game. I didn't get around to using your links, but I'd be

happy to do some more research next week, or if I manage to have some spare time this week

after completing the rest of my tasks.

The psychographics research is fantastic, quite in depth so far, I reckon we could do more

though! I remember Rob asking 'what is her daily routine?' So maybe we could decide on even

finer details from what you've written.

Alice

From: Amy Potter (s183169)

Sent: 30 October 2018 13:38:29

To: Alice Baker (s183609); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: RE: Group Project - Week 6

Hi all,

I’ve just completed my psychographics task and have uploaded it to Github. If you can spot

anything that I may have missed then please let me know.

-Amy

Sent from Mail for Windows 10

From: Amy Potter (s183169)

Sent: 30 October 2018 11:27

To: Alice Baker (s183609); Bethany Cowle (s183023); Daniel Pokladek (s184264)

Subject: RE: Group Project - Week 6

Hey Alice,

I’ve just uploaded the research, so you should be able to edit the file directly using Github

desktop. There are some notes from the GDC talk I watched, as well as a list of books I looked

through. I have left some links on the document that I would have started looking through had

you not picked up the task this week, so I hope these can be of some use to you.

-Amy

Sent from Mail for Windows 10

From: Alice Baker (s183609)

Sent: 30 October 2018 11:20

To: Bethany Cowle (s183023); Daniel Pokladek (s184264); Amy Potter (s183169)

Subject: Re: Group Project - Week 6

Hi everyone,

I'll be starting on my tasks this afternoon.

Amy, could you upload the research you found on awe and wonder to GitHub please. My

deadline is for Wednesday but I'd like to work on the research task today if I can see what

you've already found.

Thanks,

Alice

From: Bethany Cowle (s183023)

Sent: 29 October 2018 19:26:26

To: Daniel Pokladek (s184264); Amy Potter (s183169); Alice Baker (s183609)

Subject: Group Project - Week 6

Hi everyone,

I've just set up the sprint for this week. Let me know if anything is incorrect or needs changing.

Some of the tasks for this week have deadlines for Tuesday/Wednesday as agreed in our

meeting earlier, I have written this information in the description of those tasks. If any tasks are

unclear, feel free to ask.

Beth