* 24 October 2018, 9:30-12:00
* Computer Games Common Room
* Alice Baker and Beth Cowle on time
* Amy Potter (late due to traffic, arrived 9:55) and Dan Pokladek (late with no reason given, arrived 10:15)

Meeting Overview

* Continue developing paper prototype
* Discussion of tasks

At 10:00 the present group members continued working on the paper prototype for the game, drawing a screen by screen flow chart that explained how we intended to guide the players through the opening sequence. This process also allowed us to outline exactly what we would need for our MVP and thus makes it easier to determine the user stories/tasks that need to be carried out over the next couple of weeks. Based on tutor feedback, we considered the affordances that we could use to demonstrate how the players would be able to interact with particular objects.

**A scanned image of this flow chart can be found in the ‘Supporting Documents’ folder, located within the Meeting Minutes section on Github.**

In addition to this, we also finalised the groups tasks for the week. As recommended in our tutor feedback, we have not only started working towards our MVP but have also considered researching into agile methodology so that we are able to provide our user stories with more depth and include the use of story points.

Since the sprint started slightly later than we had hoped, we have included the paper prototyping and game jam session in this week’s work hours.

Tasks for the Week

Alice

* Group task: Game jam session – 3h
* Group task: Paper prototyping session – 2h
* Research: Collection of suitable fonts for our game – 1h
* Animation: Create animations for the butterflies that would fly around the objects – 1h 30m
* Draw and animate the hand icon that will be used to show players how to zoom in – 2h
* Draw the pointer icon that will be used to show players how to sort objects – 1h
* Create the artwork for the beach that will be featured at the centre of the player’s planet – 1h 30m

Beth

* Group task: Game jam session – 3h
* Group task: Paper prototyping session – 2h
* Research and design a reward schedule for unlocking rewards via sorting – 2h
* Create a box/banner for the player’s planet name to sit in
* Finalise the layout for the sorting screen – 1h 30m
* Create the artwork the pre-designed Autumn scene that will feature at the start of the game – 2h

Amy

* Group task: Game jam session – 3h
* Group task: Paper prototyping session – 2h
* Taking inspiration from competitor games, design a main menu flow diagram for the game – 1h 30m
* Research agile methodology and use this to transfer tasks from the documentation into JIRA – 2h
* Research: How can we create the feelings of “awe” and “wonder” in our game – 2h
* Integrate project risks into backlog documentation – 1h

Dan

* Group task: Game jam session – 3h
* Group task: Paper prototyping session – 2h
* Implement main menu system into Unity – 2h
* Implement the ability to take in player input for the purpose of naming their planet – 1h
* Implement a system that saves the player’s planet name across game sessions – 1h
* Implement the ability to press and hold the screen to bring up the sorting categories – 2h
* Look into particle effects that can be used to show the user which area they must zoom into at the start of the game – 1h

**MINUTE TAKER - AMY**