* 5 November 2018, 10:00-13:00 and 19:00-20:30
* Computer Games Common Room
* Alice Baker, Beth Cowle and Amy Potter, on time
* Dan Pokladek (arrived 10:10, reason provided)
* All present, work undertaken

Post-mortem of Previous Week

Over the course of the previous sprint, Amy identified some core problems with the sorting mechanic whilst creating a paper prototype and began updating our backlog documentation based on this.

We then devised a system for setting tasks in JIRA, where the user stories correspond directly to those in the “Backlog and Proposed User Stories” spreadsheet document, including their priority in the project. Each week, tasks will be taken from this documentation and used to populate the sprint board. Each task will then be linked to its corresponding user story.

There were also issues with the misestimation of individual’s tasks which meant that despite having done 12 hours of work each, some tasks were left incomplete. In the case where group members were unable to finish tasks, the group were notified via email.

Over the course of the week it became apparent that there were underlying issues and the group did not work well together. Group members discussed the potential of leaving the group but agreed to see how it went on Monday before making their final decision.

The tasks that were incomplete at the end of the last sprint are as follows;

**Alice**

* Create a crab which will be found on the beach – 1h 30m
* Animate the crab which the player will find on the beach – 1h 30m

**Dan**

* Implement the ability to press and hold the screen to bring up the sorting categories – 1h 45m
* Create a functioning sorting UI so the player can sort items into the correct categories – 2h 30m
* Make the journal appear after the player has caught a butterfly for the first time, with the animation showing what the player has caught – 1h

**Amy**

* Design 3 additional types of trees and saplings they will grow from – 1h
* Design 3 different types of seeds, along with flowers that will grow when the player plants these seeds – 1h 30m

Feedback Received for the Current Week

**Dan Mayers**

During the meeting with Dan Mayers, Beth and Alice decided that they were going to leave the group. Dan stressed the importance of meeting in person throughout the week and recommended that the remaining group members went away and considered the scope for the project.

**Rob Kurta**

During our meeting with Rob, we discussed progression mechanics and how the game will vary from player to player. For example, there were suggestions from Rob of the possibility of untidiness meters, as well as each seed having a set of minor properties that the game could choose from. In order to choose the best solution for our game, we need to understand what Patricia (our psychographic) would want to see in the game. Does she want to flick objects into their sorting categories or drag them in? Does she enjoy the high level of casual gameplay or does she want to have more to manage as the game progresses? These are the sort of things that we are going to consider over the upcoming sprint.

We also briefly discussed the project scope with Rob during this meeting, and the potential of creating reusable art assets to save time.

Meeting Overview

* Review project backlog
* Identify what needs to be done for the upcoming presentation
* Consider project scope

Aim for the Weeks Sprint

* Work towards an MVP
* Identify what Patricia (psychographic) would like certain aspects of the game to be like

Following our meetings with the tutors, myself and Dan went into the Games Common Room to have our weekly sprint review meeting. During this time, we continued filling out the project backlog, assessing the priority of tasks for the creation of our MVP. We also made changes to our risk assessment using the traffic light system to cater for the recent group changes.

We also went over the paper prototype again to ensure that both of us understood the changes made to the game. While Dan had to leave for work at 13:00, he agreed to come back to university at 19:00 to continue discussing tasks for the week.

Since the final project proposal deadline is at the end of the week, both group members clarified that they wouldn’t be able to do much group work during the beginning of the week but agreed to meet for a group game jam session on Friday 9th November.

Tasks for the Week

Amy

* Research casual mechanics such as sorting and managing – 3h
* Design a schedule for rewards that players can unlock – 2h
* Design a list of objects that the player will be able to sort – 1h
* Create a digital storyboard that outlines the game cycle in preparation for the presentation – 3h
* Contribute to the creation of the presentation – 2h
* Rehearse the presentation – 1h

Dan

* Implement a system in Unity that allows an object from a list to appear in the middle of the screen ready for sorting – 2h
* Implement a system in Unity that allows players to sort an object into a category – 2h 30m
* Implement a system in Unity that checks whether an item has been sorted correctly or incorrectly – 1h 30m
* Implement a system in Unity that subtracts an “energy point” every time an object is sorted – 1h 30m
* Implement a system in Unity that allows the player to collect “stars” from fully grown objects – 1h 30m
* Contribute to the creation of the presentation – 2h
* Rehearse the presentation – 1h

**NEXT MEETING SCHEDULED FOR 9TH NOVEMBER 2018, IN GAMES COMMON ROOM – GAME JAM SESSION**

**MINUTE TAKER - AMY**