* 2 March 2019, 18:35-19:05
* Discord Call
* Amy Potter and Daniel Pokladek
* Both present, work undertaken

Post-mortem of Previous Sprint

Having started the design for the tutorial/vertical slice for our game in the first half of Sprint 19, we dedicated the second half of the sprint to designing and implementing some of the assets that were outlined in the step-by-step tutorial documentation. Since this sprint coincided with the dissertation presentations, not only did the group not complete as much work as they had hoped, but the sprint also ran for longer than intended. Looking at the sprint report for the second half of Sprint 19, it showcases that none of the issues were completed for the sprint. This is an inaccuracy, as Amy managed to design the backpack icon to completion and managed to log time against creating the starter seeds and designing the greeting dialogue for Praesul. However, the sprint was closed before some of this could be recorded, and the issues have since been resolved. While Dan logged time against his tasks, none of them were resolved as Done.

Ignoring the inaccuracies in the sprint report, the tasks that were incomplete at the end of the sprint are as follows:

Dan

* Work on implementing loading functionality for inventory (40m of 1h logged)
* Implement Praesul’s greeting stage of the game (15m of 2h logged)
* Praesul should give players a choice of two seeds (0m of 2h logged)
* Implement saving/loading of planet name and statistics (0m of 2h logged)

Amy

* Design two interesting starter seeds for players to choose (1h of 2h logged)

Meeting Overview

* Discussion of previous sprint
* Discuss tasks for upcoming sprint

Aim for the Sprint

* Design and implement the beginning stages of the tutorial so that we can showcase our progress to stakeholders

At the beginning of our Discord meeting, we discussed the issues with the previous sprint as outlined above and then proceeded to discuss our plan of action for the upcoming sprint. Following the presentation feedback, we agreed that it would be beneficial to finish the design for the vertical slice/tutorial portion of our game, so that we were able to determine exactly which assets were complete and which of those still needed making. Following this, we would be able to create a new backlog that would outline exactly where we are in development, so that it is clear to both the team and the stakeholders about where we are in development.

Tasks for the Sprint

Amy

* Design two interesting started seeds for players to choose from – 2h
  + In the beginning of the game we will provide players with choice of seeds, this will allow us to create variety between player games at early stage, and make their planet feel more personal.
  + For this task, you need to refine the work you started last sprint and continue creating the artwork for the other choice of starter seed.
  + These will be the final digitalised assets that will be included in the tutorial.
* Design the interface for the backpack inventory – 1h
  + In Adobe Illustrator, create the final artwork for the backpack interface that will be used in the game.
  + This inventory will hold the players seeds and saplings and should have arrow buttons for ease of navigation between pages.
* Create the icon for the seed packet – 1h 30m
  + In Adobe Illustrator, create an icon for the seed packet that will be used to access the player shop.
  + This will be the artwork that will be implemented into the final deliverable.
* Create the icon for the pebble currency – 1h 30m
  + In Adobe Illustrator, create an icon for the Pebbles that will be used to show the player how much in-game currency they currently have.
  + This will be the artwork that will be implemented into the final deliverable.
* Continue the design for the tutorial – 2h
  + Continue designing the tutorial outline. This should be recorded in the "Tutorial Steps" Word document that was worked on previously and should be clear enough to outline everything that is required for creating the final deliverable.
* Create a backlog for the project so that the team and stakeholders can keep track of where we are in development – 2h
  + In the Backlog and Risk Assessment documentation, create a new sheet that outlines the updated list of user stories and tasks for the project. Ensure that these are given a priority level, and those that have already been completed are ticked off accordingly.

Dan

* In Unity, implement a placeholder icon for the wicker basket that auto-hides all UI elements – 2h
  + In our game, we will have a wicker basket icon in the top left of the screen (as outlined in the tutorial end screen mock up). Players should be able to tap on this wicker basket icon to collapse all menus/UI and jump straight to their garden overview screen, ready to harvest.
* In Unity, implement the ability to tap on a seed and turn it into a sapling – 2h
  + Players should be able to tap on a seed in their backpack and turn it into a sapling (dibbing). From this point, the player will be prompted to water the sapling in order to start the growth process. This will be indicated by a blue glow around the inventory space.
* In Unity, implement items growing in the player’s backpack instead of their garden – 2h
  + In order to allow the player to progress without having to decorate their garden in a way they would not wish to, we have decided to allow the player to grow objects in their backpack. In Unity, you should make adjustments so that players can grow objects in their backpack, instead of in their garden.
* In Unity, adjust the new item notification – 1h 30m
  + Adjust the notification that displays when the player obtains a new item for the first time to match the description in the tutorial steps document. This also includes fixing any errors that cause the notification to display incorrectly.
* In Unity, ensure that Praesul’s dialogue triggers at the correct time – 1h 30m
  + In Unity, replace the current greeting dialogue with that outlined in the "Tutorial Steps" documentation.
  + Then create a placeholder item for Praesul introducing the player to their backpack and ensure that both pieces of text appear at the correct time.
* In Unity, implement the ability to tap and hold a sapling to water it – 1h
  + Before a sapling can begin growing, players will be required to water it and kick start the growth process. To do this, players must tap and hold the sapling in their inventory for 5 seconds until the glowing water indicator has disappeared (this time may change at a later date)

**NEXT MEETING SCHEDULED FOR 4th MARCH 2019, COMPUTER GAMES COMMON ROOM**

**MINUTE TAKER – AMY**