* 25 March 2019, 14:30-17:30
* Computer Games Common Room
* Amy Potter and Daniel Pokladek
* Both present, work undertaken

Post-mortem of Previous Sprint

Our aim for the previous sprint was to “finalise Praesul's introduction stage, implement multiple yield objects, design starter seeds and design backpack interface.”

From this, it is clear that the previous sprint did not go as well as expected. Looking at the Unity project, I have been unable to find any evidence of Praesul’s introduction stage or multiple yield objects and there is a clear lack of any completed artwork being present in the game project.

Some of the tasks took longer to complete than the group had initially estimated, and this meant that group members had to log extra time in some cases. In addition to this, the sprint ran over the allotted time by a week due to the portfolio module hand-in. Despite this additional time, some tasks were still left outstanding at the end of the sprint and these are as follows:

Dan

* In Unity, adjust the new item notification (0m of 30m logged during this sprint)
* In Unity, ensure Praesul’s dialogue triggers at the correct time (0m of 1h 30m logged during this sprint)
* In Unity, implement the backpack glow when players receive a new item (1h of 30m logged, but issue was not resolved)
* In Unity, implement a blue glow to indicate items that require watering (2h of 30m logged, but the issue was not resolved)
* In Unity, implement the ability to collect produce from multiple yield objects (30m of 2h logged)

Amy

* Design the interface for the backpack inventory (0m of 2h logged during this sprint)

Meeting Overview

* Discuss previous sprint
* Brainstorm ideas for seed designs
* Discuss tasks for upcoming sprint

Aim for the Sprint

* Get the game to a state ready for playtesting. This means the game should be feature complete but not asset complete

At the beginning of the meeting, we discussed the work that was carried out during the previous sprint, as well as those tasks that were left incomplete. Amy expressed her concerns regarding the amount of time that is left for the project and what is still left to be completed, in terms of creating an MVP. However, despite this and the fact that the previous sprint ran over the allotted time, Dan was still certain that he would be able to get the game to playable state in preparation for the walkthrough video next week, so we discussed a plan of action regarding the tasks that would need to be carried out during the upcoming week.

In addition to this, the group brainstormed some ideas for the seeds that the player would be given at the start of the game, as well as those that can be purchased from the shop. Despite wanting to create a unique design for each seed, influenced by the shape and colours of the item it grows into, Amy decided to work on a simple and more modular design, in which each tree seed would follow an identical shape and pattern, with the colours changing based on the object it grows into. Given the time left for the project, she felt that this was the best approach to take and allowed time to work on additional assets and using any additional time to refine these designs in the future.

Tasks for the Sprint and Their Descriptions

Amy

* Design the interface for the backpack inventory – 2h
  + 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.
* In Illustrator, create the digital assets for the seeds that we designed during the last sprint – 1h 30m
  + In Adobe Illustrator, you should create the digital assets for each of the two starter seeds that will be presented to the player (coral tree and honey tree)
  + As discussed during the meeting, these seeds should use the same shape and pattern, with the colours being determined by the corresponding tree.
* In Illustrator, create the digital asset for the coral tree – 2h
  + Using Adobe Illustrator, create the digital artwork for the coral tree. This should reflect the concept art that was previously created using pencil and paper and should match the overall art style of the other game assets.
* In Illustrator, create the digital asset for the honey tree – 2h
  + Using Adobe Illustrator, create the digital artwork for the honey tree. This should reflect the concept art that was previously created using pencil and paper and should match the overall art style of the other game assets.
* In Illustrator, create the final digital artwork for Praesul – 2h
  + Using Adobe Illustrator, create the artwork for Praesul. This should reflect the digital and traditional concept pieces that were previously created and should match the overall art style of the other game assets.
* In Illustrator, create the digital asset for the landscape – 1h
  + Since re-designing the game, we have chosen to use a flat garden landscape instead of a round planet so that the game is easier to navigate for our target demographic.
  + Using Adobe Illustrator, create the digital artwork for this garden landscape. This should be created to match the overall art style of the other game assets.

Dan

* In Unity, implement the backpack glow when players receive a new item – 30m
  + In the tutorial we want to teach the players, that the items they receive will go into their backpack. In order to do this, I will implement a glow effect around the UI icon which will indicate to players that there has been a change in their inventory.
* In Unity, implement a blue glow to indicate items that require watering – 30m
  + When items grow in player's inventory, they will require to be watered. In order to show the players that the item needs watering, I will implement a blue glow effect around the items inventory square; this will tell the players that the item requires watering.
* In Unity, implement the ability to collect produce from multiple yield objects – 1h 30m
  + Some of our plants will allow players to collect multiple produce. Those plants will need to be placed in player's garden, and this will be one of our tutorial steps.
  + For this task I will focus on implementing the ability to collect multiple produce, over a specified amount of time.
* In Unity, implement the shop using temporary UI elements – 1h
  + Using temporary UI elements in Unity, implement the in-game shop where players will be able to spend their pebbles on seeds.
  + The interface should match the backpack in order to maintain a level of consistency.
* In Unity, implement the ability for the player to keep track of their pebbles – 1h
  + Throughout the game, players should be able to see the number of pebbles in their possession at all times. As outlined in the tutorial mock-up, the pebble icon should be in the top left corner of the screen, to the right of the shop icon (seed bag) in order to cater for any large number values.
* In Unity, implement the ability for the player to buy seeds – 2h
  + In our game, players are going to be able to spend their pebbles to buy new seeds. Having implemented the shop interface, ensure that players are able to spend their pebbles to purchase new seeds.
  + Players should be provided with visual feedback when they spend their pebbles, as outlined in the tutorial documentation.
* In Unity, implement the ability for the player to earn pebbles when harvesting items in their garden – 2h
  + In our game, players are going to be able to harvest single and multiple yield items. Upon doing so, they will receive a number of pebbles depending on the object itself.
  + For MVP, players should be able to earn a set number of pebbles regardless of the object and this will be adjusted at a later date.
  + Players should be provided with visual feedback when they earn pebbles, as outlined in the tutorial documentation.
* In Unity, implement the artwork for the game (specified in task description) – 1h
  + Implement the assets that have been created for the game so far. This includes, but is not limited to:
    - Journal UI icon
    - Wicker basket UI icon
    - Shop UI icon (seed bag)
    - Backpack UI icon
    - Pebbles UI icon
    - Praesul's digital mockup
    - Digital mockup for the players journal
  + The assets should be laid out in the way that was indicated in the tutorial screen mockup.
* In Unity, adjust Praesul's dialogue system to cater for different points in the tutorial, as indicated by the documentation – 2h
  + In Unity, create a dialogue system so that Praesul's speech is catered for different points of the tutorial, as indicated by the documentation.
  + For example, in addition to his greeting at the start of the game, Praesul also speaks to the player when providing them with a choice of seeds to start their garden.

**NEXT MEETING SCHEDULED FOR 28th MARCH 2019, COMPUTER GAMES COMMON ROOM**

**MINUTE TAKER – AMY**