* 22 October 2018, 13:00-16:00
* Computer Games Common Room
* Alice Baker, Beth Cowle, Amy Potter and Daniel Pokladek
* All present, work undertaken

Post-mortem of Previous Week

While it was a shame that our presentation slides were not in the optimum order, the feedback we received allowed us to narrow down our final idea. In particular, the sprint focused on research tasks surrounding relaxation and how to keep the player engaged, as well as methods of creating awe and wonder (as directed by Dave Pimm). The group also took inspiration from their IWIC session, further developing their market research and beginning to home in on a consumer profile.

While most tasks were completed, some group members did not manage to complete all of their tasks due to unforeseen circumstances. In these cases, the group members notified the rest of their team via email so that everyone was aware, and those tasks that were incomplete will be carried over to the next sprint.

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

**Alice**

* Research: Collection of suitable fonts for our game – 1h
* Animation: Create animations for the butterflies that would fly around the objects – 1h 30m

**Amy**

* Research: How can we create the feelings of “awe” and “wonder” in our game – 2h

Feedback Received for the Current Week

**Dan Mayers**

During our meeting with Dan, we discussed our project risk assessment and backlog documentation. While Dan said we were taking the right approach, he recommended that the group should do some research into agile methodology so that we can write and evaluate our user stories with more accuracy in the future, using either the T-shirt sizing or the Fibonacci sequence methods. Following this advice, Amy decided to get “Agile Game Development with Scrum” by Clinton Keith from the university library. With this, she can take the risk assessment and backlog documentation and use it to populate JIRA appropriately.

**Rob Kurta**

During our meeting with Rob, he demonstrated the importance of paper prototyping and used it to highlight things that the group may not have considered when designing their game. How the player would know to zoom in to their planet, for example. He discussed the importance of affordances over lots of cluttered menus and long strings of text, particularly since the group aim to achieve relaxation. From this, the group has agreed to continue developing a paper prototype for the game in order to outline the features required for their MVP.

Meeting Overview

* Game jam session
* Begin developing a paper prototype

Aims of the Weeks Sprint

* Outline what is required for the MVP so that we have a solid backlog of user stories/tasks to work from.

Following our meetings with the tutors, the group went to Room A114 to have a group game jam session. During this time, some group members completed their tasks as agreed in the email thread. We then started to develop a paper prototype so that we could work out exactly how we could guide the player through the starting sequence of the game.

The group have agreed to meet again to continue developing the paper prototype, but due to some conflicts in some group members schedules, we will be unable to meet again until Wednesday.

Tasks for the Week – Amended Wednesday 24th

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

**NEXT MEETING SCHEDULED FOR 24TH OCTOBER 2018, 9:30 IN GAMES COMMON ROOM – PAPER PROTOTYPING SESSION**

**MINUTE TAKER - AMY**