Meeting Minutes

Group 1

Date of meeting: 29/10/18

Time of meeting: 11:30am

Attendees: Bethany Cowle, Alice Baker, Daniel Pokladek, Amy Potter

Meeting Overview:

* Discussed which tasks are important to work towards the MVP
* Talked about our target psychographic
* Continued progress on the paper prototype
* Used the paper prototype to identify the core features of our game, and what should be included in the MVP
* Set tasks for the week

Postmortem of previous week:

We had a few problems last week involving organisation. One problem we had was that we didn’t manage to get tasks set on Monday afternoon, which is usually the agreed time to set tasks as a group. Following this, it was difficult to find a different time we could all meet to discuss it, which meant that last week’s tasks were not set until Wednesday afternoon. This resulted in the group having less time to work on the tasks, which led us to agree on extending the sprint until Tuesday, instead of Monday. However, after meeting with Dan Mayers on Monday morning this week we decided to close the sprint that day and carry all the tasks that would’ve been completed that evening onto the next sprint instead of keeping it open until Tuesday for the sake of continuity. This meant that some tasks from last week were not completed fully. We also had some problems with communication and some confusion on the progress of tasks. Many of the tasks this week were moved into “In Progress” fairly early on and didn’t make any movement for the rest of the week. In addition to this, there were sometimes multiple tasks from one person in “In Progress” at a time, which meant that we didn’t know which task was actually being worked on. The group mainly managed to email each other updates of tasks, and when tasks were being completed, but we did not receive any emails from Daniel regarding the state of his tasks and many were left unfinished by the end of the week with no explanation.

Tasks that were uncompleted from last week’s sprint:

Bethany Cowle

* Research into reward schedules and create a Word document (1 hour)

Daniel Pokladek

* Implement the ability to press and hold the screen to bring up the sorting categories (1 hour 45 minutes)
* Look into particle effects that can be used to show the user which area they must zoom into at the start of the game (1 hour 5 minutes)
* Implement the main menu system into unity (1 hour 5 minutes)

Amy Potter

* Research agile methodology and use this to transfer tasks from the documentation onto JIRA (2 hours)

Feedback Received:

Dan Mayers

Our meeting with Dan was mainly focused around JIRA and the tasks we had been setting. This is the feedback we received:

* We should set specific deadlines for some of the tasks
* It would be useful to have a set time to meet and work on the group project when everyone is free, so we can stick to a schedule as last week the sprint was started late and the group had a difficult time finding a day to meet up and discuss it
* On our JIRA board, tasks are often moved to “In Progress” and then there is no movement on them for a few days, if the task isn’t currently being worked on, it should be moved back into “To Do” after logging the time spent so far
* We need to organise our backlog on JIRA, along with user stories
* Typically, only one task from each group member should be in “In Progress” at a time. There have been occasions where multiple tasks have been in “In Progress” at a time, which makes it unclear to the rest of the group what is currently being worked on

We also mentioned the fact that our sprint started late last week, so we decided to run it until Tuesday instead of Monday so the group members would have more time to work on their tasks than just a few days. However, after speaking with Dan we decided it would be better to close the sprint on Monday and add the uncompleted tasks which would have been completed on Monday to the next sprint instead. This way, we will have continuity and will not keep pushing back the sprint dates if something similar occurs again.

Rob Kurta

* Our tasks need to be more specific, as some of them aren’t quantifiable. This is particularly important for research tasks – what is the output?
* We need to expand on our psychographic and be more specific, so we can centre our game around them
* Having a target psychographic will help us to make decisions in our game, as we can think about whether this type of person is likely to enjoy certain features

Based on this feedback, we discussed the psychographics in more depth in the game jam we had following our meeting and set a task to create a more in depth profile. We have also tried to be more specific with defining the output when setting tasks this week, so each group member knows what is expected of them when working on their tasks.

Overall aim of the current week’s sprint:

Many of the tasks this week were set keeping the MVP in mind. We wanted to set tasks that will allow us to move forward towards the MVP; this includes getting the main mechanics of our game functioning, such as the sorting UI and the inventory. We will also be creating art assets for some of the basic items the player may be able to obtain near the start of the game. We decided to produce small amounts of assets at first and make sure that the game functions properly, and then we will continue to expand the amount of items later on, as the amount of items available isn’t currently an important feature of the MVP.

Tasks for the current week:

Bethany Cowle:

* Research into reward schedules and create a Word document (1 hour)
* Group game jam (1 hour)
* Design the bag of seeds the players collected seeds will be stored in (2 hours)
* Design a watering can, along with 3 different states which will show the player how full it is/how many uses are left (2 hours) – this task is due on Wednesday
* Create clouds which will rotate around the planet (1 hour 30 minutes)
* Create an axe the player will be able to use to cut trees down with (1 hour 30 minutes)
* Create a pile of leaves for the player to sort (1 hour 30 minutes) – this task is due on Wednesday
* Create an animation of the return arrow flashing so the player knows to press it (1 hour 30 minutes)

Alice Baker:

* Group game jam (1 hour)
* Upload the separate elements of the journal (10 minutes) – this task is due on Tuesday
* Change the colours of the tree animation into autumn colours (20 minutes)
* Create seaweed which will appear in the centre of the planet (1 hour 30 minutes)
* Create 3 different types of shells for players to find on the beach (2 hours)
* Create a crab which will be found on the beach (1 hour 30 minutes)
* Animate the crab which the player will find on the beach (1 hour 30 minutes)
* Create 4 different sky backgrounds: sunrise, daytime, sunset, night time (2 hours)
* Build on Amy’s research into awe and wonder from the previous week and create a word document (2 hours) – This task is due on Tuesday

Daniel Pokladek:

* Implement the ability to press and hold the screen to bring up the sorting categories (1 hour 45 minutes) – this task is due on Wednesday
* Look into particle effects that can be used to show the user which area they must zoom into at the start of the game (1 hour 5 minutes) – this task is due on Wednesday
* Implement the main menu system into unity (1 hour 5 minutes) – this task is due on Wednesday
* Implement the animations of hands which show the player how to zoom in and drag items into categories (20 minutes)
* Create a functioning sorting UI so the player can sort items into the correct categories (2 hours 30 minutes)
* Implement the butterfly along with animation which will appear after the player has sorted the first item in the tutorial (10 minutes)
* Group game jam (1 hour)
* Make the journal appear after the player has caught a butterfly for the first time, with the animation showing what the player has caught (1 hour)
* Create the inventory menu (1 hour)
* Create the menu for the seeds, which will appear after the player selects the seed bag (1 hour 30 minutes)

Amy Potter:

* Group game jam (1 hour)
* Create a document containing information about our target psychographic (1 hour) – this task is due on Wednesday
* Design 3 different types of seeds, along with flowers that will grow when the player plants these seeds (3 hours)
* Research agile methodology and use this to transfer tasks from the documentation onto JIRA (2 hours)
* Continue working on the paper prototype we started as a group (walkthrough of what the player does in the game) (2 hours) – this task is due on Wednesday
* Design 3 additional types of trees and saplings they will grow from (3 hours)

Meeting ended: 2pm

Minute taker: Bethany Cowle