e1st MEETING.

2019 JANUARY 23TH

**STARTED** 13:00 – **ENDED** 15:30

*RECAP:* First official meeting. We met each other, sat down and got to know each other better, talked a bit about ourselves and background. Then looked through the concepts given to us and made a priority with what we want most and least. The list was made from six concepts. Finally, we discussed about our team contract and laid some ground rules for the team.

**NEXT MEETING IS 2019 JANUARY 24TH AFTER LECTURES.**

2ND MEETING.

2019 JANUARY 24TH

**STARTED** 11:30 – **ENDED** 13:30

*RECAP:* We discussed about the game and what our direction is with it. Thoroughly went through the concept document we picked (**Galactic Party Pooping**) for further analysis and get a grasp of the game. Decided to break down some of the of tasks and create a backlog. We also signed the team contract.

**SPRINT LOG.**

**RIM:**

* **NEXT TASKS:** PLAYERMOVEMENT AND SHOOTING (CODE).

**JULIA**:

* **NEXT TASKS:** BACKGROUND, NOT LOOP, WITH EDGES, PLAYER SCROLLING, NOT FORCED SCROLLING (ART).
* **DONE WITH:** IMAGE REFERENCES.

**JOHAN:**

* **NEXT TASKS:** NEW USER STORIES. ANALYSE THE EXISTING ONES.

**ALEX:**

* **NEXT TASKS:** DOCUMENTATION. CREATE TEMPLATES FOR DOCUMENTATION.

**BACKLOG:**

1. 1 PLAYER, 1 ENEMY, 1 FAMILY MEMBER (ART)
2. 1 ENEMY, 1 FAMILY MEMBER (CODE)
3. ALL TRIGGERS ARE TIME-BASED
4. BRUTALITY (GORE & BLOOD)

**NEXT MEETING IS 2019 JANUARY 28TH AFTER LECTURES. NO MEETING AT JANUARY 25, BECAUSE OF THE GAME JAM.**

Side note: Up until this point, we all had the same tasks in way since we did not start working on our separate tasks for the project. Thus, we all will use the update log for WEEK 1.

3RD MEETING. (1ST SPRINT PLANNING)

2019 JANUARY 28TH

**STARTED** AT 12:10 – **ENDED** AT 13:40

*RECAP:* Review our game again and our progress. Analyzed the new user stories. Created the official sprint board. Implemented story points to the tasks. Talked a little bit about the power-ups implementation in the game. Talked about some basic mechanics. Picked the tasks we want to do for the sprint.

**SPRINT LOG:**

**RIM:**

* CAMERA ROLLS ONLY LEFT AND RIGHT
* ALIENS MAKE THE FAMILY MEMBERS DANCE
* UFO ABDUCT FAMILY MEMBERS
* THE NUMBER OF UFO SPAWN DEPENDING ON THE NUMBER OF FAMILY MEMBERS ALIVE

**JULIA:**

* PLAYER CHARACTER (DRAWING)
* BACKGROUND (DRAWING) (WILL TAKE MORE THAN ONE SPRINT)

**JOHAN:**

* IF ALL FAMILY MEMBERS ABDUCTED, GAME OVER
* CASUAL ALIENS MOVE TOWARDS THE NEAREST FAMILY MEMBER

**ALEX:**

* DOCUMENTATION.

**NEXT MEETING IS THURSDAY 31ST OF JANUARY 2019 AFTER LECTURES. WORKING MEETING.**

4TH MEETING. (1ST SPRINT REVIEW)

2019 JANUARY 31ST (MEETING MOVED TO FEBUARY 1ST)

**STARTED** AT 18:00 – **ENDED** AT 18:30

*RECAP:*  We went over the work that was done in this sprint and determined our progress. Talked about problems that occurred during the sprint, which were very minor problems, and we solved very quickly. Some of the sprint tasks we had on this week were moved to ‘hold’ due to lack of resources or because we decided that it’s still early for these tasks.

The overall performance of the group is high, we are moving fast and steadily. The tasks that remained on the sprint were tasks that needed more than a sprint anyway, and the rest are mostly done. Everyone seems to be happy with our first sprint and we keep building our group.

*SPRINT VELOCITY:*  13 STORY POINTS

**SPRINT LOG:**

* ALIENS MAKE THE FAMILY MEMBERS DANCE (ON HOLD)
* BACKGROUND (MOVED TO NEXT SPRINT)
* PLAYER CHARACTER (MOVED TO NEXT SPRINT)

**BACKLOG:**

* POWER UPS USED WITH THE KEY ‘E’
* THERE ARE 4 ABILITIES IN THE GAME
  + FISHING ROD: PULLS FAMILY MEMBERS AWAY FROM THE UFOs
  + ‘OLDIES GOLDIES’: ENEMY ALIENS START TO LEAVE
  + WHEEL JETS: INCREASE PLAYER SPEED. DAMAGES ENEMIES ON COLISION.
  + ?
* MAIN WEAPON CAN NOT BE USED TOGETHER WITH POWER UPS
* THE POWER UPS CAN BE PICKED UP
* THE POWER UPS RANDOMLY SPAWN
* PLAYER CAN STOP AN ABDUCTION IF THEY COLIDE THE UFO
* KNOCK-BACK EFFECT IF PLAYER COLIDES WITH ENEMY, UNLESS A POWER UP CHANGES THIS STATUS
* BOOM-BOX ALIENS ATTRACT HUMANS
* PLAYER GAINS SCORE DEPENDING ON THE NUMBER OF ALIENS KILLED

**Weekend is off for all.**

**NEXT MEETING IS MONDAY 4TH OF FEBUARY 2019 AFTER LECTURES. SPRINT PLANNING.**

5TH MEETING. (2ND SPRINT PLANNING)

2019 FEBUARY 4TH

**STARTED** AT 18:30 – **ENDED** AT 19:30

*RECAP:* Talked a little about the game, what can be changed to tackle bugs that will probably come up with the current concept document. Looked a bit ahead of the sprint, see how we want the game to be. Made the sprint log. This sprint is focused on small fixes and adjustments, so we have a more polished alpha version.

**SPRINT LOG:**

For this sprint we want to have a playable, even if it is 5 seconds. We focus on NPC and the mechanics between the aliens, the family members, and the UFO.

* ALIENS ARE NOT ONE-SHOT. The aliens need more than one or two shots to die (Rim’s previous plan).
* SOUNDS
* AUDIO MANAGER
* **7 FAMILY MEMBERS.** All the family members spawn randomly in the game space. They also move but very little.
* **1 ALIEN.** In the beginning there is only one alien. We will balance later. The alien goes to a family member. When the UFO comes to the family member, the alien moves to another family member.
* **1 UFO.** The UFO spawns when the alien collides with a family member. It slowly approaches the family member. When the UFO collides with the family member, after 3 seconds of the collision between the UFO and the family member, the family member disappears and the UFO moves asway, until the alien goes to another family member.
* START SCREEN

**BACKLOG** (new)

* Objects interrupting player movement
* Gore
* Reload Mechanic

**NEXT ‘OFFICIAL’ MEETING IS FRIDAY 8TH OF FEBUARY AFTER LECTURES FOR THE SPRINT REVIEW. NONETHELESS THERE CAN BE A WORKING MEETING DURING THE WEEK.**