21st April 2023

**Attendance:** Craig, Conrad, Caleb

**Discussion:**

We discussed a multitude of ideas ranging from fighting games to puzzle games covering a variety of genres and themes. We then documented these ideas into a mind map connecting each of the ideas together and categorizing them by themes and genres such as competitive and cooperative.

We eventually settled on a 2D party game with a comedic art style and fun platforming physics. The game's world is made up of 2D platforms that contain different interactable elements such as boxes that can be picked up or switches etc. The character movement and object interaction will be determined by both animations and 2D ragdoll physics. The gameplay will follow the group objective that must be achieved in the time limit or else everyone loses, however, each player also has their own objective that they must achieve in addition to the group objective to win. If multiple players achieve their objectives then the player that achieved it first gets the most points. There are multiple rounds with the points carrying over between rounds and the losing player in each round is given some obvious advantage to help them but also to encourage other players to mock them.

Some concerns were raised about how physics will be calculated and handled over the network, especially if we are using ragdoll characters. It was also agreed that sprite based characters could be an option if ragdolls were unfeasible. We also discussed what kind of networking we would want to use to make the game multiplayer.

**Actions:**

After this meeting, we researched the possibility of creating ragdoll physics that will feel nice the use and will also sync well over a network.

Having looked at a number of different options, we decided that LAN play would probably be the easiest method of networking to implement with one of the local players acting as the host and all other players connecting as clients. This means that we can create a simple experience for the players, just pressing host or join and behind the scenes, the clients will just search for a game on the local network. This avoids any of the problems of port forwarding etc. We also considered that more advanced networking techniques such as client prediction and server reconciliation may be necessary to produce a suitably smooth final outcome.

25th April 2023

**Attendance:** Conrad, Caleb, Jon, Craig, Ghazala

**Discussion:**

During this meeting we explained the majority of the broad concepts for our game to Ghazala and then discussed some details surrounding potential problems that we might encounter. We explained the multiplayer and networking aspects of the game, as well as once again discussing the artstyle. It was concluded that we could combine the ragdoll style of character movement with the pixel art sprite style as this will limit the number of pixel art characters and assets that need to be made and animations for these characters will all be done through the ragdoll physics.

Ghazala raised a question about number of players for the game and the general consensus was that 4-6 players would work best depending on network limitations and the final game mechanics that we decide to implement. This also lead to discussion about the leaderboard and number of rounds so we clarified that the losing player each round will be given an advantage to distinguish them from the other players and that the leaderboard will be revealed half way through the game to make the second half feel more intense. The exact number of rounds is yet to be decided.

Ghazala suggested that our main priority should be testing the ragdolls over the network as there could be some issues with the amount of information that will need to be sent over the network in a short amount of time. Further to this, Caleb is working on a simple demo to connect players together over a local network which can be combined with the Craig's ragdoll demo to test the physics elements over the network with the aim to have this working by the end of the week to decide final aspects of the game.

**Actions:**

Following the need to start officially organising the tasks for this project, Craig set up a Click-Up workspace to store and track all of the work that will be done towards this project.

Conrad started to create some concept art character designs to fit with the ragdoll physics that we are planning for the game.

26th April 2023

**Attendance:** Conrad, Craig, Jon, Caleb

**Discussion:**

During this meeting we added the first few tasks to the Click-Up board so that we have a solid record of what needs to be achieved over the next few days and weeks as we start full development on this project. A basic Gantt chart was also produced to outline the general project direction on a week by week basis.

We read through the assignment brief for this project together and concluded that based on some of the deliverables, having an itch.io page would be useful for promoting the game and could be used to promote devlogs of our progress and show concept art / prototypes to get people interested in the game before we officially release it. Linked to this, we also agreed that it would be useful to start writing a concrete concept design document outlining our plans for the final outcome of the game.

One major concern that was raised was that limiting the game to LAN play only may mean that we struggle to find people that are willing to play outside of our close friends / family etc. While this wouldn't impact the project too much, it would be a lot more desirable to have as many people play our game as possible for maximum outreach and feedback. As a result, we considered using the Unity Gaming Services (UGS) to manage the hosting parts of this project and when reviewing Unity multiplayer tutorials, this method was quite prevalent. We looked at the UGS pricing site to see what services were available and concluded that the multiplayer Relay service would work best for this project as it essentially works like a router but can connect multiple players across different local networks. We hope that this will allow more people to be able to access and play our game. We did however have some questions regarding the pricing and the services, which are listed below:

$800 credit just for Game Server Hosting or all multiplayer services (such as lobby and relay)?

What is friends? 50,000 active users?

Is there a cap to prevent us going into the paid tier?

**Actions:**

Caleb reached out to Unity Gaming Services to ask our questions via an email.

28th April 2023

**Attendance:** Craig, Conrad, Jon, Caleb, Simon

**Discussion:**

This was our first meeting with Simon since the start of the project and so we started off this meeting by explaining our idea to him, starting with the broad stroke concepts and then highlighting some of the more important details of the game.

Simon mentioned that we should consider how the players will be introduced to the concepts in the game like controls, how to complete their objectives etc.

Simon mentioned that we need to think about the target demographics for the game as this will impact other decisions in the game such as marketing and presentation of the game.

We confirmed our tasks for each team member moving forwards.

Actions:

3rd May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Continued discussion on how to network the player components
   1. Review and agreement on adding Network Object to root, and each Rigidbody requires NetworkTransform and NetworkRigidbody2D
   2. Agreed on adding Hierarchy2 and AutoSave to the Unity project
   3. Discussion around how to send the player inputs over the network
   4. Agreement on Server Authoritative solution
   5. Review of Objective Manager design (UML) - see appendix files
      1. Review and agreement of using scriptable objects instead of Abstract classes for all key data

Actions:

1. Add Hierarchy2 and AutoSave to the project [Caleb]
2. Implement mechanism to send all player input data to the server [Craig]
3. Create platform sprites [Conrad]
4. Add platform spites to game [Craig]
5. Create platform arranger script [Craig]
6. Setup Itch.io page [Jon]
7. Some level ideas [Jon]

5th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Review of first version of sprite (not ragdoll) assets
2. Review of level designs
3. Discussion around how to approach the marketing strategy following the lesson this.
   1. Agreement that we need to let the target demographic drive the social media platforms we target
   2. Agreement on requiring personas
4. Agreement of Studio name being KenStruction and the Game being called Ragdoll Riot: Construction Chaos

**Actions**:

1. Marketing Strategy [Jon]
2. Animated sprites [Conrad]
3. Initial 'hype' posts [Jon]
4. Add Parallel Sync [Caleb]
5. Objective Manager to be setup to register only unique objects [Craig]

10th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Review of the network handling
2. Agreement on movement control updates
3. Agreement on how to implement object spawning across server / client
4. Agreement on Studio logo
5. Discussion around how to setup personas
6. Discussion on next set of sprites to be created

Actions:

1. Create some platform sprites [Conrad]
2. Create personas [Jon]
3. Get networked inputs working [Caleb]
4. Implement object spawning [Craig]

12th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Most of the meeting spent reviewing and testing the movement over the network
2. Agreed on using network variables for things like colours
3. Agreed to implement ragdoll break apart
4. Discussion on what the next steps for the Objective Manager should be

Actions:

1. Progress the Objective Manager to provide objectives to players [Craig]
2. Fix the arms / grabbing [Caleb]
3. Midground / Foreground sprites [Conrad]
4. Market strategy updates [Jon]
5. Create GameManager FSM design [Craig]

17th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Discussion on loading rounds and how to do this effectively over the network
   1. Should we use Network Scene Management, Craig will investigate
2. Review of GameManager FSM - See appendix files
   1. All seemed OK
3. Review of updated ObjectiveManager UML Class Diagram - See appendix files
4. Review of reporting of objectives
   1. Initial testing shows working on Server, but not client - issue known
5. Review of Conrad's sprite scene
6. Initial discussion on Storyboarding the trailer - not much agreed

Actions:

1. Attempt round loading [Craig]
2. Implement GameManager [Craig]
3. Trailer story board [Conrad]
4. Social media posts [Jon]

**Note:**

1. Technical note, OnNetworkSpawn is called even before the scene is fully loaded and OnClientConnectedCallback should be used to help do any player setup

19th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb, Simon

**Discussion:**

1. Meeting with Simon (remote as College was shut in the AM)
   1. Generally OK with the SW development progress
   2. As a team we did not prepare well for the meeting and came across as disjointed
   3. Concern from Simon over progress on community engagement
   4. Agreed to show better improvement at next meeting (with Ghazala on Wed)
   5. Gameplay demo with Simon and Caleb
      1. Simon did not like the compound jumps
      2. Simon managed to get hand stuck in the ceiling!
      3. Dropping of objects without releasing grab was an issue
2. Review of Round Loading
3. Agreement on Font
   1. DarumadropOne (Google Fonts)
4. Gameplay test as a group
5. Review of improved 'Lobby'

Actions:

1. Fix releasing of items issue [Craig]
2. Trailer animations [Conrad]
3. Trailer gameplay clips [Jon]
4. More social media posts [Jon]
5. Fix hand clipping ceiling (collision detection) [Caleb]
6. Create levels in Unity [All]
7. Update concept design document [All]

**Note:**

1. Need a better meeting with Ghazala on 24th.

24th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb, Ghazala, Simon

**Discussion:**

1. Review of level design aids - platform arranger, chain maker, etc.
2. Review of Goal Zone updates
   1. Good that this zone can now be configured for any type of object, including players
3. Agreed to shift some focus onto UI aspects
4. Review of added Objective Actions (Push, Throw and Swing)
5. Concept art for the social posts requested
6. Tweaks to foreground assets requested
7. Meeting with Ghazala and Simon
   1. Meeting went much better than previous one (19th)
   2. Game play test with Ghazala over Relay worked OK
   3. Need to continue to add more focus to social media
   4. Need to ensure workload is balanced
8. Agreed on another gameplay session on the evening

Actions:

1. Update personas [Jon]
2. Work on trailer [Jon and Conrad]
3. Work on more concept art for blog posts [Conrad]
4. Change Objective hand out method so that all players can do all objectives [Craig]
5. Implement Goal Zone string which can be displayed on the UI
6. Improve jumping [Caleb]
7. Finish Leaderboard UI [Caleb]
8. Add Streak bar UI [Caleb]
9. Add smiley faces to Objective Reporter

26th May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Gameplay testing (with other team)
   1. Identified room code input bug
   2. Identified orange colour bug
   3. Round timer worked ok
   4. Tested network connect / disconnect handling in the UI
   5. Networking in the room was dreadful
   6. Host hung up but Clients continued
2. Review of smiley faces
3. Review of UI elements
4. Agreed to remove Objective Manage from working in the Lobby
5. Discussion on how to handle better connect / disconnect with Unity services
6. Review of Dev Logs
7. Agreed on name change to just "Construction Chaos" to reduce name length and keep it short and snappy

Actions:

1. Update Itch.io [Jon]
2. Fix issues from Gameplay testing [Caleb and Craig]
   1. Fix leaderboard bug (or revert to old implementation) [Craig / Caleb]
   2. Tidy up Lobby [Craig]
   3. Finish the level  [Caleb]
3. Build Alpha Release [Caleb]
4. Play test (especially the multicoloured chains) [All]
5. Release to Itch and Socials [Jon]
6. Move Marketing Strategy into the Design Concept document [Jon]
7. Review Marketing Strategy [Craig]

28th May 2023

**Attendance:** Craig, Caleb

**Discussion:**

1. Finalizing Alpha Build
   1. Lots of play testing and bug fixes including:
      1. Emoji in the Goal Zone
      2. Connection Time out
      3. Lobby updates
      4. Rainbow chain in RoundTwo
      5. Updated ActionThrow
      6. Created level prefabs to make level design easier
      7. Fix of Group Objective UI

31st May 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Review of Alpha build and updates made since then to UI and gameplay
2. Initial review of objective arrows and streak manager
3. Review of ActionPush fix
4. Review of scrolling UI background

Actions:

1. Fix one-way platforms [Caleb]
2. Player spawning issue [Craig]
3. Camera bounding box [Craig]
4. Arms to use Screen Space [Caleb]
5. Complete the trailer [Jon and Conrad]
6. Social media posts about the Alpha release [Jon]

**Note:**

1. Not much interest registered on the itch page

2nd Jun 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Play testing and final tweaks before game play recording
2. Gameplay recording was delayed due to networking issues
   1. Agreed to attempt this from home on Monday 5th
3. Review of implemented scoring system
4. Need to get Concept Design doc finished so we can focus on pitch pack

Actions:

1. Complete last improvements for the game [Craig and Caleb]
2. Release the trailer [Jon and Conrad]
3. Build / Release the first official release [Caleb]
4. Play test on Monday 5th before release [All]

5th June 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Game play test of final build v1.0.2
   1. Test failed due to issue with client player names not syncing properly
   2. Craig had conflict with Game First optimizer blocking the network traffic
      1. Will be included as a hint on the install / how to run section on the website
2. Game play test of final build v1.0.3
   1. Player name bug resolved
   2. Agreed this version will be released
3. Game play recording
4. Presentation pitch deck template review
5. Deliverable submission plan (agreement on what should be submitted to the portal)
   1. Section 'Submission' created in OneNote

Actions:

1. Splice up gameplay footage [Jon]
2. Create gameplay only trailer for presentation [Jon]
3. Finalize the marketing trailer with this gameplay [Jon and Conrad]
4. Complete final details in Concept Design document before Wednesday [All]
5. Complete presentation pack on Wednesday [All]

**Note:**

1. Next meeting online Wednesday morning @ 8.30am, followed by on-campus at 1pm

7th June 2023

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Game play test of final build v1.0.3
2. Test succeeded on Relay (from home PCs) and on Wifi router in Uni
3. Reviewed financial data that had been created to support the pitch deck
4. Presentation pitch actions review and group discussion on transitions between slides
   1. Group also decided that the slides will be presented by 1 person at a time, in blocks of 2 or 3 slides
5. Concept Design document is 95% complete - needs team to do 1 last review

Actions:

1. Continued… Splice up gameplay footage [Jon]
2. Continued… Finalize the marketing trailer with this gameplay [Jon and Conrad]
3. Review Concept Design document [All]
4. Complete presentation pack [All]

9th June 2023

09 June 2023

13:09

**Attendance:** Craig, Conrad, Jon, Caleb

**Discussion:**

1. Finalized documentation ahead of submission
2. Practiced dry-run of presentation
3. Set-up PCs for Demo over local network
4. Very minor bug fixes
5. Review of deliverables

**Actions:**

1. Submit everything