

Midnight Blood Daily Reviews

SCRUMM Leader: Grant Bailey

Stand Up Meeting – Thursday 5th November 2020

Attendees

Design: Grant Bailey (SCRUMM Lead)

Art:

- Jamie
- Sarah
- Mark

Programming:

- Andrew
- Fred
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Progress Report

- Yesterday we pitched our individual ideas then selected a theme and came up with a game idea. We then verbally pitched the idea to the instructors. Instructor feedback was that the game's scope and direction were difficult to grasp without visual aids and needed more coherency given some of the potential challenges.
- This morning I pitched a more focused idea of an "atmospheric first person stealth game about an amnesiac vampire", basically a level out of Thief (1998) hopefully with the movement dynamics of the Thief (2014) remake. This is a vastly different idea to using resource management, diminishing timers that need to be topped up, complex UIs etc that would have been necessary for our previous idea.

Design Tasks

- I have an outstanding tasks from my last subject that I need to get done today
- 3pm meeting today to stay on track as a group.
- Pitch Deck due Monday
- Setup Hack n Plan
- Setup Burn Down Chart
- Setup End of Day Status Update Form

Art Tasks

- Create a Collage Mood Board for the Pitch Deck
- Find examples of Geometric Models / Environmental detail to fit with the Victorian Gothic setting
 - o Thief (1998), Thief 2 (2000)
 - Buildings / Statues / Material Textures / Debris
 - Decals / Written Material / Posters etc
- Find Character Models for NPCs, animals ie ravens, player character model o Thief (2014)
- Character Animations / Rigging etc

Programming Tasks

- Unity Project Setup
- Version Control
- First Person Mechanics
 - Dash Movement
 - i. Sound
 - ii. Visual Effect
- Enemy AI
 - Pathfinding
 - States (Idle, Patrolling, Alert, Alarmed, Hunting)
- Death States
 - Conditions
 - Instadeath / Health Points
 - Environmental Hazards ie Sunlight / Enemy AI
 - Sound
 - Visual Effect

Stand Up Meeting – Monday 9th November 2020

Attendees

Design: Grant Bailey (SCRUMM Lead)

Art:

- Jamie
- Sarah

Programming:

- Andrew
- Fred
- Sam

Progress Report

- Last meeting Grant misunderstood the criticism of the instructors and took the team off in the wrong direction from the winning pitch. Over the weekend this became problematic and heated on Discord.
- Meeting established Grant was wrong. Not in charge. Fred's vision restored. Team had begun on the Group Pitch Deck in the morning. Further work on the Pitch Deck required for the Group Presentation now scheduled for Tuesday afternoon.

Design Tasks

- Group Pitch Deck
- Refine Hack n Plan
- Setup Burn Down Chart
- Setup End of Day Status Update Form

Art Tasks

- Group Pitch Deck
 - o Research
 - o Idea Generation
 - o Art Bible
 - o Scope

Programming Tasks

- Group Pitch Deck
 - o Research
 - o Mechanics
 - o Scope

Stand Up Meeting - Tuesday 10 November 2020

Attendees

Design: Grant Bailey (SCRUMM Lead)

Art:

- Jamie
- Sarah

Programming:

- Andrew
- Fred
- Sam

Progress Report

- Overnight Grant attempted to steer the ship back on course by expanding up the Pitch Deck that had been begun the day before. Sarah jazzed up the look and feel.
- Jamie and Fred led the Art and Programming team's response to the Pitch Proposal and edited it to suit Fred's vision for gameplay and the Art team's vision for the setting and characters. Grant encouraged the team to think about sound design.

Design Tasks

- Group Pitch Deck
 - o Scope
 - o Risk Assessment
- Refine Hack n Plan
- Setup Burn Down Chart
- Setup End of Day Status Update Form

Art Tasks

- Group Pitch Deck
 - o Art Bible
 - o Scope

Programming Tasks

- Group Pitch Deck
 - o Research
 - o Mechanics
 - o Scope

Team Tasks

- Refine Pitch Deck

- Present to Instructors in the afternoon
 - Research
 - Idea Generation
 - Document

Programming Tasks

- Group Pitch Deck
 - Research
 - Idea Generation

Stand Up Meetings - Wednesday 11 November 2020

Attendees

Designer: Fred

Producer: Grant

Art:

- Jamie
- Sarah

Programming:

- Andrew
- Fred
- Sam

Progress Report

- We have passed the Group Pitch and can now proceed with creating the design documents for Midnight Blood
- Fred, Andrew and Grant met at 10am for a Stand Up to discuss aspects of the design and next steps for Programming such as Gitlab, version control across scenes, greyboxing etc
- Jamie, Sarah and Grant met at 11am for a Stand Up to discuss the use of modular layouts and modular building components

Design Tasks

- Game Design Document
- Refine Hack n Plan
- Setup Burn Down Chart
- Setup End of Day Status Update Form

Art Tasks

- Designated Jamie as Art Dept Team Leader
- Art Bible separate from presentation
- Begin working on classifying art assets

Programming Tasks

- Designated Fred as Programming Dept Team Leader
- TDD

Stand Up Meetings - Friday 13th November 2020

Attendees

Designer: Fred

Producer: Grant

Programming:

- Andrew
- Fred

Progress Report

- Art and Programming
- Fred, Andrew and Grant met at 10am for a Stand Up to discuss aspects of the design and next steps for Programming such as Gitlab, version control across scenes, greyboxing etc
- Jamie, Sarah and Grant met at 11am for a Stand Up to discuss the use of modular layouts and modular building components

Design Tasks

- Game Design Document
- Refine Hack n Plan
- Setup Burn Down Chart
- Setup End of Day Status Update Form

Art Tasks

- Designated Jamie as Art Dept Team Leader
- Art Bible separate from presentation
- Begin working on classifying art assets

Programming Tasks

- Designated Fred as Programming Team Leader
- Work on finalisingTDD
- Andrew: Character Controller
- Fred: NPC AI
- Sam: UI & HUD

Stand Up Meetings - Monday 16th November 2020

Attendees

Designer: Fred

Producer: Grant

Art

- Jamie
- Sarah
- Mark

Programming:

- Andrew
- Fred

Progress Report

- GDD has been submitted. Lots of other Pre-Production tasks to complete
- Greybox complete. Ready for prototyping
- Art team presented Asset List
- Need signatures for GDD

Design Tasks

- GDD Signatures
- Pre-Production Checklist
- Scrumms, Hack n Plan, Burn Down Charts, Time Tracking

Art Tasks

- Separate Art Bible document
- Sell Sheet
- Art Bible separate from presentation
- Modelling Assets

Programming Tasks

Team: Check out greybox, create own scene

Fred: NPC AI

Andrew: Character Controller

Sam: UI & HUD

Stand Up Meeting - Tuesday 17th November 2020

Attendees

Designer: Fred

Producer: Grant

Art

- Jamie
- Mark

Programming:

- Fred
- Andrew

Progress Report

- GDD Signatures
- Pre-Production Checklist
- Hack n Plan Overview
- Art Scale and Naming Conventions

Production Tasks

- GDD Signatures
- Pre-Production Checklist
- Scrumms, Hack n Plan, Burn Down Charts, Time Tracking
- Alpha Level Design

Art Tasks

- Art Scale and Naming Conventions
- Separate Art Bible document
- Sell Sheet
- Jamie: Tombstone, Lamp, Housing Construction Set
- Sarah: Character Models (x2)
- Mark: Church (Thursday)

Programming Tasks

- Naming Conventions
- Fred: NPC AI
- Andrew: Character Controller
- Sam: User Interface / Pause / Quit

Stand Up Meeting - Wednesday 18th November 2020

Attendees

Designer: Fred

Producer: Grant

Art

- Jamie
- Mark

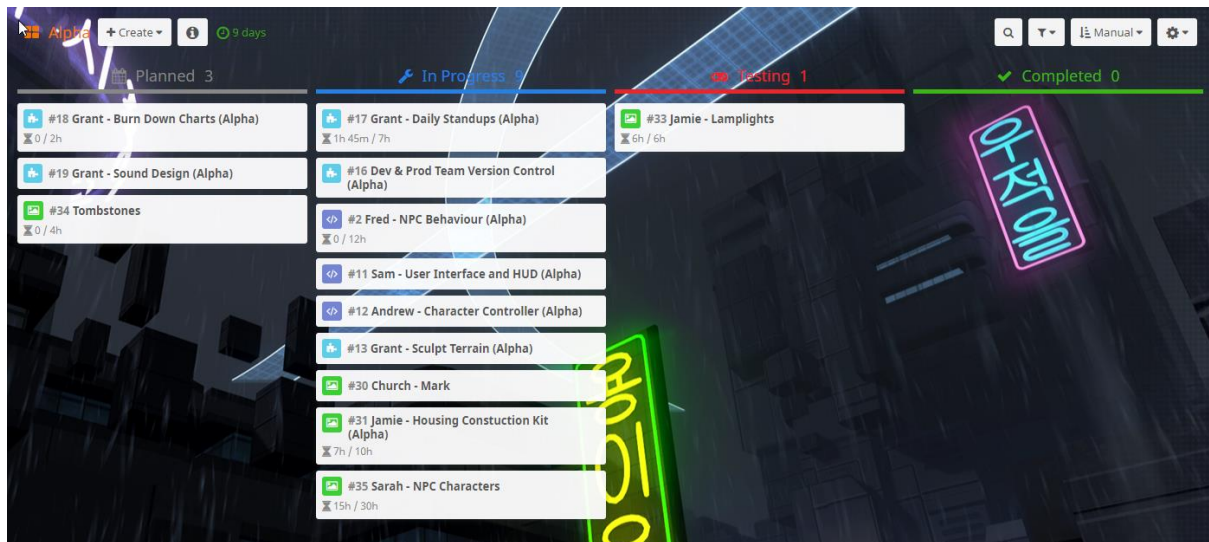
Programming:

- Fred
- Andrew

Progress Report



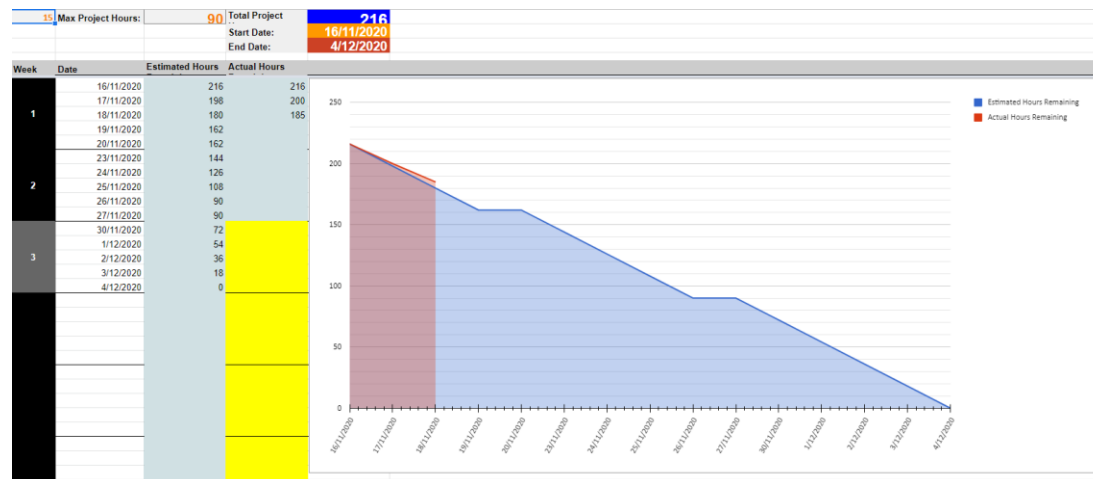
- Nearly finished GDD Signatures
- Running behind on Pre-Production Checklist
- Hack n Plan Overview with some Hours logged from Art and Programming
- Art Scale and Naming Conventions



Production Tasks

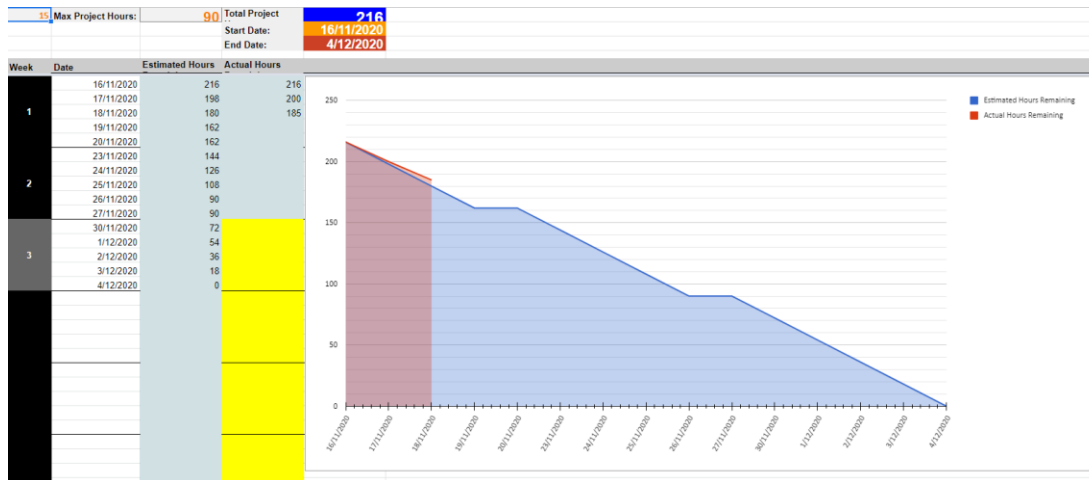
- GDD Signatures
- Pre-Production Checklist
- Scrums, Hack n Plan, Burn Down Charts, Time Tracking
- Alpha Level Design

Art Tasks



- Art Scale and Naming Conventions
- Separate Art Bible document
- Sell Sheet
- Jamie: Tombstone, Lamp, Housing Construction Set
- Sarah: Character Models (x2)
- Mark: Church (Thursday)

Programming Tasks



- Naming Conventions
- Fred: NPC AI
- Andrew: Character Controller
- Sam: User Interface / Pause / Quit

Stand Up Meeting – Thursday 19th November 2020

Attendees

Designer: Fred

Producer: Grant

Art

- Jamie
- Mark

Programming:

- Fred
- Andrew

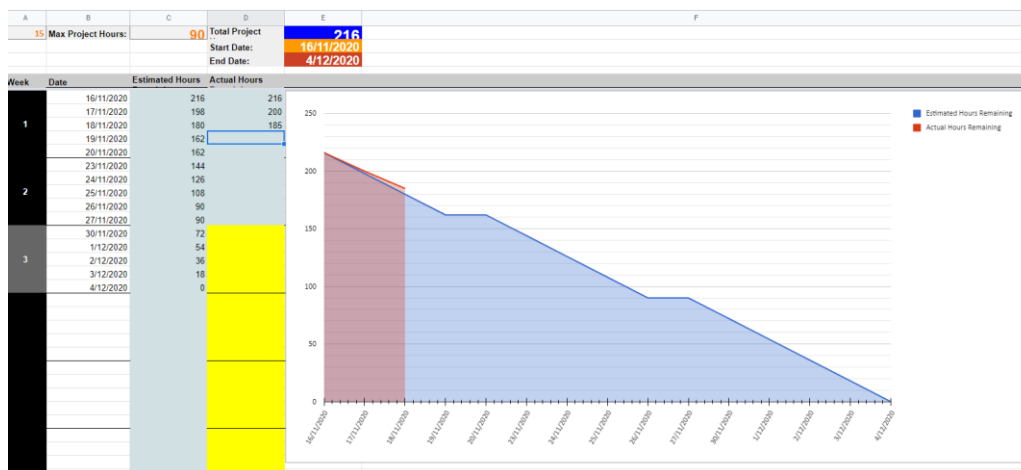
Progress Report

- Pre-Production Checklist Nearly Finalised!

Production Tasks

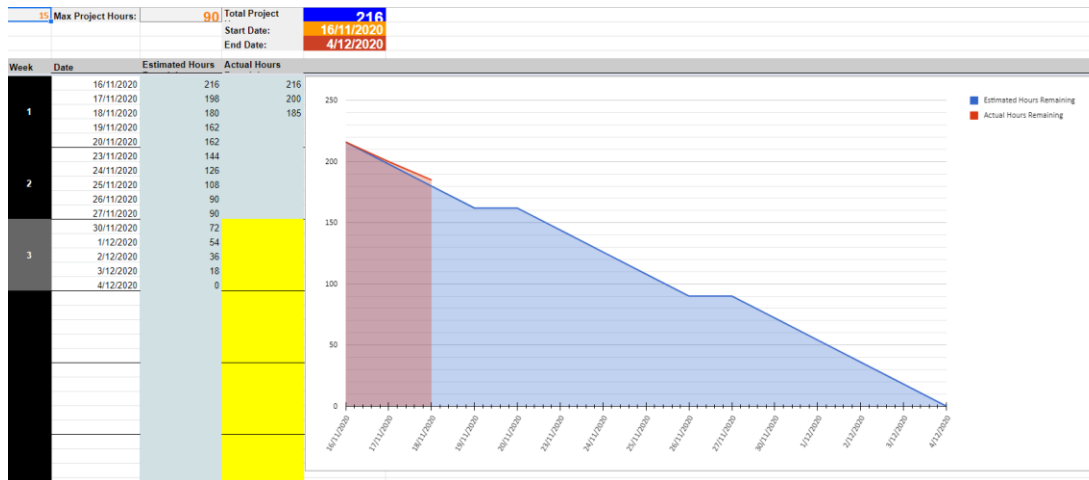
- Pre-Production Checklist
- Scrumms, Hack n Plan, Burn Down Charts, Time Tracking
- Alpha Level Design

Art Tasks



- Sell Sheet
- Jamie: Tombstone, Lamp, Housing Construction Set
- Sarah: Character Models (x2)
- Mark: Church (Thursday)

Programming Tasks



- Fred: NPC AI
- Andrew: Character Controller
- Sam: User Interface / Pause / Quit
- Grant: Unity Terrain