

# Team 2-bit Dev Log

By Michael Hayes

Week 1: 18/09/23 - 24/09/23

## Overview:

During the first week of the project we decided to spend our time planning our project thoroughly due to the time constraints for the project timeline. We decided to take part in the Liminal VR project for this trimester using Unity, as it would be a great opportunity to work with and receive feedback from a publisher who has experience within the industry.

Notes: The first log will be quite long as there was a lot of set-up that took place and reasons behind each part of it. Most of the work done by the team of Myself and Robin in the first week was done in collaboration.

## Agile Sprint Update:

### Sprint 1: Project Set Up

Identify and define the workflow process and set up / begin all necessary documentation.

### Sprint 2: Design

Brainstorm ideas using reference mood boards and refine them in order to come up with concepts for the prototyping sprint.

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## This week's completed tasks:

### Sprint 1 Tasks (Project Set-up):

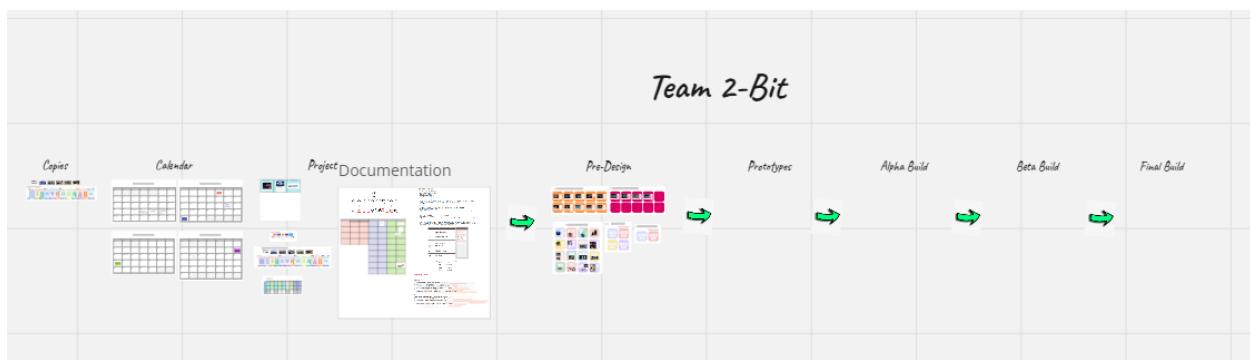
#### Collaborative Set up

First we began by creating a centralised work document where all our team progress will be documented or linked to using Miro.

We decided on using Miro as it allows for flexibility when collaborating, allowing us to both look at and edit in real time.

[https://miro.com/app/board/uXjVMj-Nye0=/?share\\_link\\_id=77318451600](https://miro.com/app/board/uXjVMj-Nye0=/?share_link_id=77318451600).

Miro board overview:



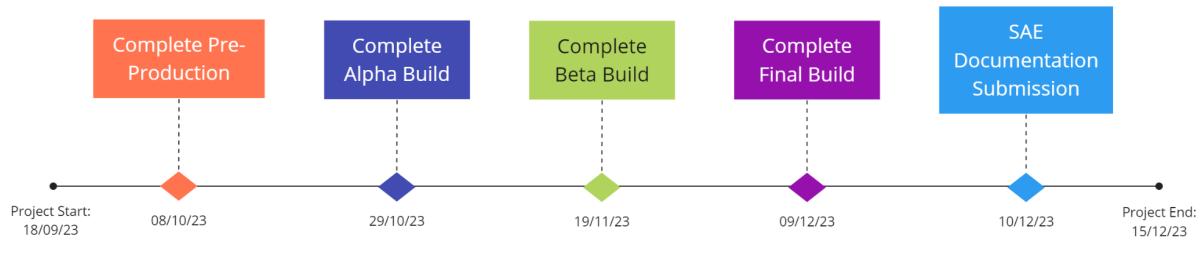
#### Timelines

Next we identified the project Milestones we wanted to achieve. These milestones will help our team stay on track throughout the project and remain focused.

We defined 5 distinct phases of the project:

- **Pre-production phase** - Project set-up / Documentation / Concepting / Designing / Prototyping / Submitting concepts to Liminal.
- **Alpha Build** - The first iteration of the prototypes created earlier. Here the main mechanic / concept will be implemented and then refined using feedback from Liminal and the public.
- **Beta Build** - After refinement of the Alpha build, the beta will introduce and secondary mechanics there is time for and replace whiteboxing / placeholder assets with the final assets.
- **Final Build** - Optimise and increase performance of the product / Submission to Liminal VR platform.
- **SAE Project Submission** - Submission of all final documentation and project to SAE for review.

## Milestone Timeline

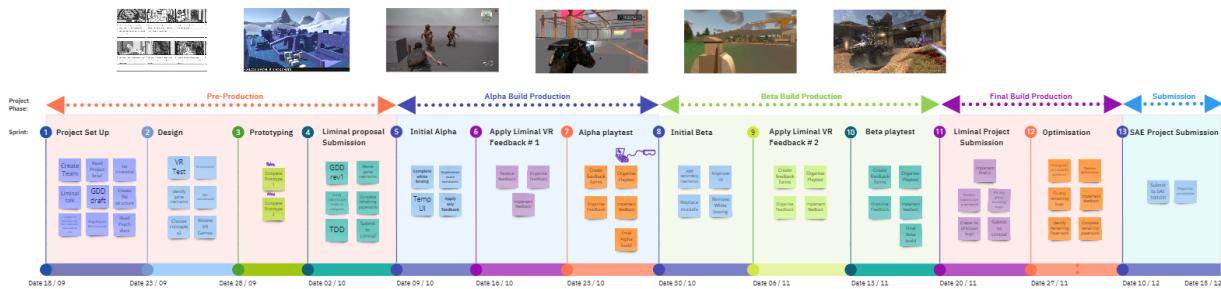


◆ Milestone

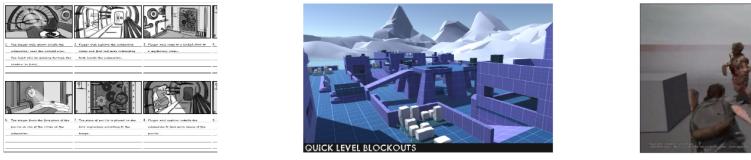
To achieve the project milestones, we broke them up into smaller sprints. For now the majority of the sprints have been given one week each, however this is subject to change as the project evolves.

The below images show an overview of the sprint timeline zoomed in sections of each milestone's sprints.

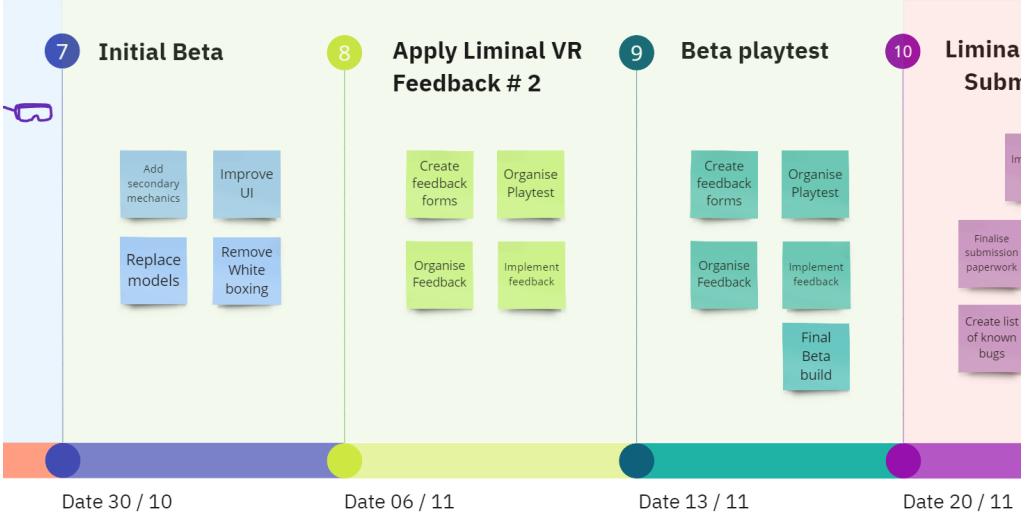
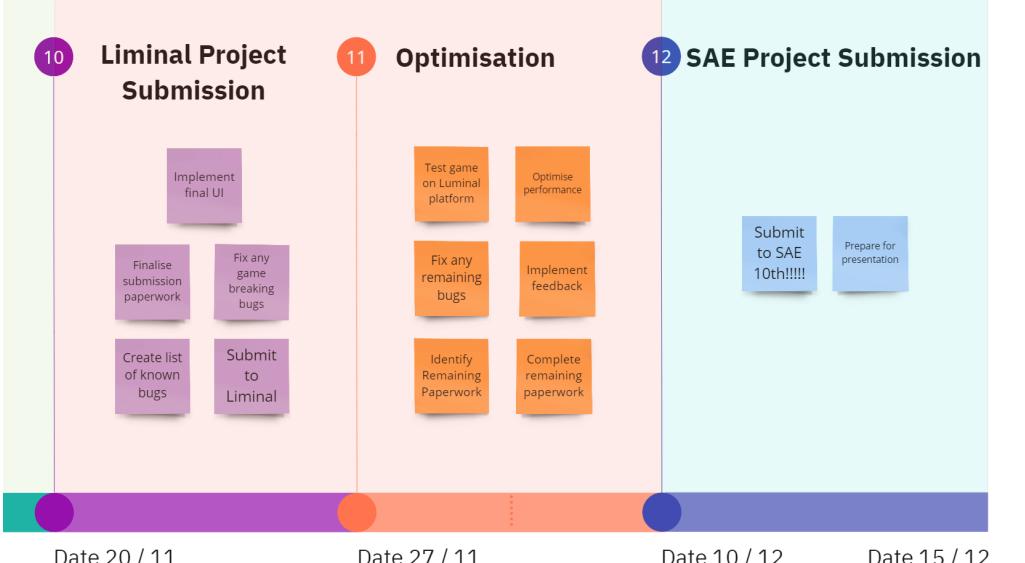
### CS2 Liminal VR Project Sprint Draft #1



# Log No. 1 - 5SAE0PE102 23T3 [LON]

<p><b>Pre Production Sprints:</b></p>	 <p>Project Phase: <b>Pre-Production</b></p> <p>Sprint: 1 Project Set Up      2 Design      3 Prototyping      4 Liminal proposal Submission      5 Initial Alpha</p> <p>Date 18 / 09      Date 23 / 09      Date 28 / 09      Date 02 / 10      Date 09 / 10</p>
<p><b>Alpha Build Sprints:</b></p>	 <p><b>Alpha Build Production</b></p> <p>4 Initial Alpha      5 Apply Liminal VR Feedback # 1      6 Alpha playtest      7 Initial I</p> <p>Date 09 / 10      Date 16 / 10      Date 23 / 10      Date 30 / 10</p>

## Log No. 1 - 5SAE0PE102 23T3 [LON]

<p>Beta Build Sprints:</p>   	<p style="text-align: center;"><b>Beta Build Production</b></p>  <table border="1"> <thead> <tr> <th>Sprint</th> <th>Tasks</th> <th>Date Range</th> </tr> </thead> <tbody> <tr> <td>Initial Beta (Sprint 7)</td> <td>Add secondary mechanics, Improve UI, Replace models, Remove White boxing</td> <td>Date 30 / 10</td> </tr> <tr> <td>Apply Liminal VR Feedback #2 (Sprint 8)</td> <td>Create feedback forms, Organise Playtest, Organise Feedback, Implement feedback</td> <td>Date 06 / 11</td> </tr> <tr> <td>Beta playtest (Sprint 9)</td> <td>Create feedback forms, Organise Playtest, Organise Feedback, Implement feedback, Final Beta build</td> <td>Date 13 / 11</td> </tr> <tr> <td>Liminal Submission (Sprint 10)</td> <td>Finalise submission paperwork, Create list of known bugs</td> <td>Date 20 / 11</td> </tr> </tbody> </table>	Sprint	Tasks	Date Range	Initial Beta (Sprint 7)	Add secondary mechanics, Improve UI, Replace models, Remove White boxing	Date 30 / 10	Apply Liminal VR Feedback #2 (Sprint 8)	Create feedback forms, Organise Playtest, Organise Feedback, Implement feedback	Date 06 / 11	Beta playtest (Sprint 9)	Create feedback forms, Organise Playtest, Organise Feedback, Implement feedback, Final Beta build	Date 13 / 11	Liminal Submission (Sprint 10)	Finalise submission paperwork, Create list of known bugs	Date 20 / 11
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<p>Final Build Sprints &amp; Submission Sprint:</p>	<p style="text-align: center;"><b>Final Build Production</b></p>  <table border="1"> <thead> <tr> <th>Sprint</th> <th>Tasks</th> <th>Date Range</th> </tr> </thead> <tbody> <tr> <td>Liminal Project Submission (Sprint 10)</td> <td>Implement final UI, Finalise submission paperwork, Fix any game breaking bugs, Create list of known bugs, Submit to Liminal</td> <td>Date 20 / 11</td> </tr> <tr> <td>Optimisation (Sprint 11)</td> <td>Test game on Liminal platform, Optimise performance, Fix any remaining bugs, Implement feedback, Identify Remaining Paperwork, Complete remaining paperwork</td> <td>Date 27 / 11</td> </tr> <tr> <td>SAE Project Submission (Sprint 12)</td> <td>Submit to SAE 10th!!!!, Prepare for presentation</td> <td>Date 10 / 12</td> </tr> </tbody> </table>	Sprint	Tasks	Date Range	Liminal Project Submission (Sprint 10)	Implement final UI, Finalise submission paperwork, Fix any game breaking bugs, Create list of known bugs, Submit to Liminal	Date 20 / 11	Optimisation (Sprint 11)	Test game on Liminal platform, Optimise performance, Fix any remaining bugs, Implement feedback, Identify Remaining Paperwork, Complete remaining paperwork	Date 27 / 11	SAE Project Submission (Sprint 12)	Submit to SAE 10th!!!!, Prepare for presentation	Date 10 / 12			
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## Timetable

Next we created a work timetable and discussed the ideal time we wanted to work on the project on a weekly basis. This allowed us to estimate the time we would have for the project. The timetable would remain in constant review and would be subject to change as other commitments arise. For the total time we tried to keep a similar schedule to outside work and adapted it to our schedules, so we would be working 4 full days (7 hours) and 2 half days (3 hours).

We both decided to enter the discord everyday whilst working, so we could communicate at any time. It would also keep us accountable and make sure we are working consistently throughout the project to avoid crunching before the deadline, something we both wanted to avoid.

	Mon	Tues	Wed	Thur	Friday	Saturday	Sunday	Total Week (H)	Total Term (H)
Mike	Class 2-5pm	10-5pm	Class 10-5pm	2-5pm	Class 10-5pm	Free	10-5pm	15h min ----- 27 goal	135h min ----- 245h goal
Robin	Class 2-5pm	10-5pm	Class 2-5pm	2-5pm	Class 10-5pm	Free	10-5pm	15h min ----- 27 goal	135h min ----- 245h goal
Meeting	N/a	10am	N/a	10am	10am	Free	10am		

## Documentation

Documentation was another key part of the project that needed to be completed for submission. To make sure that all necessary documentation was completed on time and to a high standard we made sure to take time to go over how documentation should be completed and the level expected, by reviewing examples.

Then we identified each document required by referencing the learning outcomes and project deliverables. After identifying each document we created a centralised document section of the Miro board. This may be moved to the excel sheet at a later date.

Having a centralised location for documentation allows all current members and future members of the team to easily find and access any document they require at any time, without having to ask other members and wait for their reply.

## Process of the identifying the necessary documentation:

Week	Milestones	Collaboration	Note
Week 1	<ul style="list-style-type: none"> <li>Introduction to studio and project.</li> <li>Introduction to the platform with Liminal VR.</li> <li>Reading of Psych Docs</li> <li>Review of Liminal VR platform on Melts Quest 2</li> <li>Form teams with creative team names and prepare resourcing.</li> </ul>	Meet and Greet to plan collaborations	<ul style="list-style-type: none"> <li>Plan and organise schedule of works.</li> <li>Test out VR on unity.</li> <li>Create file structure.</li> <li>Create Timetable.</li> </ul>
Week 2	<ul style="list-style-type: none"> <li>Design: Brainstorming (x2) &amp; Design work for project.</li> <li>Programming: Understanding Mobile VR constraints</li> </ul>		<small>Experiences should be short, use the following as your guide:</small> <ul style="list-style-type: none"> <li><b>Energy:</b> 3 to 10 minutes</li> <li><b>Calm:</b> 3 to 10 minutes</li> <li><b>Sleep:</b> 10+ minutes</li> <li><b>Focus:</b> 3 to 10 minutes</li> <li><b>Awe:</b> 1 to 10 minutes</li> <li><b>Relief:</b> Never ending (aside from hypnosis)</li> </ul>
Week 3	<ul style="list-style-type: none"> <li>Finalise Designs</li> <li>Creative doc submission (x2)</li> </ul>		<ul style="list-style-type: none"> <li>Create 2 ideas and prototypes.</li> </ul>
Week 4	<ul style="list-style-type: none"> <li>Feedback from Liminal VR on design.</li> </ul>		
Week 5	<ul style="list-style-type: none"> <li>Complete the first Prototype</li> </ul>		
Week 6	<ul style="list-style-type: none"> <li>Feedback, integrate into development</li> </ul>		
Week 7	<ul style="list-style-type: none"> <li>Testing and development</li> </ul>	Collaboration Debrief	
Week 8	<ul style="list-style-type: none"> <li>Feedback, platform performance review</li> </ul>		
Week 9	<ul style="list-style-type: none"> <li>New iteration, new test and development</li> </ul>		
Week 10	<ul style="list-style-type: none"> <li>Final build feedback.</li> </ul>		
Week 11	<ul style="list-style-type: none"> <li>Performance optimisation.</li> </ul>		
Week 12	<ul style="list-style-type: none"> <li>Performance optimisation.</li> </ul>		
Week 13	<ul style="list-style-type: none"> <li>Final Presentation and Reporting.</li> </ul>		

## Learning Outcomes

On successful completion of this module students will be able to:

### Knowledge

- K1. Identify an appropriate target audience for creative media products. **Business / Marketing Module? - Press kit and Identify target audience / personas**  
 K2. Demonstrate an understanding of team processes and team dynamics. **Workflow Agile**  
 K3. Identify appropriate production techniques within collaborative projects. **Agile**  
 K4. Discuss relevant business or operational models for creative media projects. **Business / Marketing Module & Press kit**  
 K5. Explore marketing strategies for the creative media industries. **Business / Marketing Module & Press Kit**  
 K6. Evaluate production processes and creative decisions individually and within a team. **Adapting Workflow / End conclusion / How we are collaborating with other members of the team including non programmers - Dev log and Minutes and agendas**

### Skills

- S1. Apply appropriate production techniques to collaborative projects. **Agile**  
 S2. Collaboratively produce complex digital media products of a high standard. **Game / Itch / Store page / Press Kit**  
 S3. Demonstrate effective communication and evaluate operational dynamics. **Minutes and agenda / source control / Knowledge Documentation / Jira and Discord**  
 S4. Apply marketing and distribution strategies consistent with a target audience appropriate for a specific project. **Business / Marketing Module ? Press kit**  
 S5. Employ effective business planning skills to creative media industry projects. **Miro / Design Process**  
 S6. Present and effectively communicate outcomes to an audience. **Presentation W7 / W13 - Business Presentation**

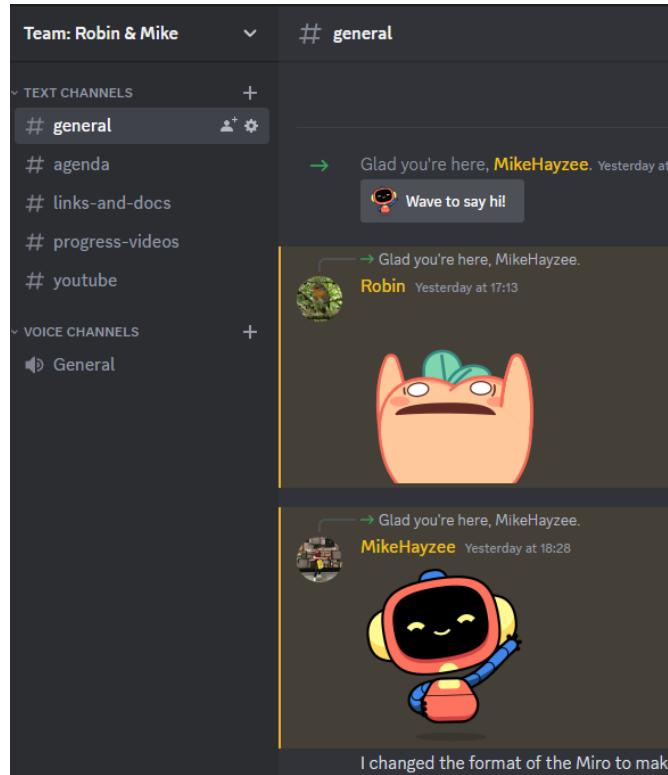
Week 1 documentation list:

Individual Links			Team Links			
	Robin	Mike	GDD		Project Backlog / Kanban Board	
Financing, Marketing & Publication			TOD		Minutes and Agendas	
Dev Logs x 13			Planning Doc: Asset List		Bug Report	
			Planning Doc: Concept Design Process	Miro	Source Control Workflow	How the source control process will work - Feature branches - Peer review code
			Planning Doc: Level Design		Source Control	<a href="#">[github link here]</a>
			Press Kit - Expand		Miro	This page contains the following documentation: - Project Overview - Work Flowable - Data Center Development - Release Plan - PR review board - Merge Requests - Special Timeline
			Testing Form		Agile Workflow	How we will work in a agile way, include SOLID principals description
			Test Results		Google Drive	 Team 2-Bit Project File - Google Drive
					Progress Videos	

## Communication Channel

Without communication creating a cohesive project would be an extremely difficult task. Communication is an extremely important part of this project much like any other collaboration. For our communication channel we decided on using a Discord Server. We decided on this app as we were both fairly familiar with it and grants flexibility to our team's collaboration. All upcoming meetings would be held here, and multiple channels were set up to segregate information, making it easier to find.

Our week 1 Discord server:



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### Agile / Scrum

One of the ways we wanted to incorporate Agile and Scrum collaboration techniques into our project was through using Jira. Jira would allow us to create our project backlog and add all our sprints. After filling out our backlog we can move the backlog tasks into each sprint. Jira provides a Kanban board that auto fills with the tasks placed in the current sprint which will make our workflow process more efficient.

### Backlog for week 1:

The screenshot shows a Jira backlog board with the following structure:

- Project Set up**: 18 Sep - 25 Sep (16 issues). Tasks include: Identity files structure, Create team name, Create sprint timeline, Create work timetable, Attend liminal VR talk, GDD Draft, Create new discord server, Set meeting times, Create Milestone timeline, Review Learning outcomes, Read Psychology Docs (Liminal), Read project brief, Create all files identified for documentation, Bug report doc, Devlog 1, and Devlog 1. Status: DONE (4), IN PROGRESS (2), To Do (10).
- Design**: 23 Sep - 27 Sep (6 issues). Tasks include: Test VR on Unity with Liminal SDK, Brainstorm Ideas, Create a reference moodboard, Develop brainstorming ideas, Choose concepts (x2), and Identify game mechanics. Status: IN PROGRESS (1), DONE (2), To Do (3).
- Prototype**: 27 Sep - 4 Oct (9 issues). Tasks include: Create prototype of concept 1, Create prototype of concept 2, and Review existing VR Game to see how its done. Status: To Do (3).
- Liminal proposal submission**: 4 Oct - 6 Oct (3 issues). Tasks include: Read pre-production GDD for Submission, Create a proposal document, and Create a presentation deck. Status: To Do (3).
- Initial Alpha**: 9 Oct - 16 Oct (4 issues). Tasks include: Complete White Boxing, Implement main mechanic, Implement UI, and Apply Any Feedback from Prototype submission. Status: To Do (4).
- Apply LiminalVR Feedback Alpha**: 16 Oct - 23 Oct (3 issues). Tasks include: Receive Feedback, Organise Feedback, and Implement Feedback. Status: To Do (3).
- Alpha public playtest**: 23 Oct - 29 Oct (5 issues). Tasks include: Set up playtest environment, Share playtest invite, and Analyse playtest results. Status: To Do (5).

**Jira Kanban board:** The digital Kanban board will provide efficiency when collaborating as we will easily be able to identify what tasks are done, in progress or not started. The tasks are automatically populated from the current sprint further increasing efficiency.

Jira Kanban Board for the week 1 tasks:

The Jira Kanban board displays tasks across three columns: TO DO, IN PROGRESS, and DONE. Each column shows the count of tasks and a list of individual tasks with their status (e.g., completed with a checkmark) and assigned user (e.g., CS2LVR-78, CS2LVR-65).

Column	Count	Task Description	Assigned To	Status
TO DO	5	Develop brainstorming ideas	CS2LVR-78	In Progress
TO DO	5	Choose concepts (x2)	CS2LVR-4	In Progress
TO DO	5	Identify game mechanics	CS2LVR-15	In Progress
TO DO	5	Read Psychology Docs (Liminal)	CS2LVR-1	In Progress
TO DO	5	Devlog 1	CS2LVR-80	In Progress
IN PROGRESS	4	Test VR on Unity with Liminal SDK	CS2LVR-7	In Progress
IN PROGRESS	4	Read project brief	CS2LVR-10	In Progress
IN PROGRESS	4	Create all files identified for documentation	CS2LVR-8	In Progress
IN PROGRESS	4	Devlog 1	CS2LVR-81	In Progress
DONE	13	Identify files structure	CS2LVR-65	Completed
DONE	13	Create Team name	CS2LVR-3	Completed
DONE	13	Create sprint timeline	CS2LVR-62	Completed
DONE	13	Create work timetable	CS2LVR-6	Completed
DONE	13	Attend Liminal VR talk	CS2LVR-9	Completed
DONE	13	Brainstorm ideas	CS2LVR-5	Completed

## Minutes And Agenda

To keep track of our meetings we created a minutes and Agenda page. This would allow us to refer back to previous meetings for any necessary information and keep organised. Creating agendas for upcoming meetings, will allow all the team members to prepare. At the beginning of each meeting a daily stand up will occur where the team will discuss what they have done in the previous day, what they are going to do in the current day, and if there are any possible setbacks, delays or blockers preventing their work from being completed. This will allow us to keep moving forward with the project with minimal blockers slowing down or halting progress.

However, as the first couple of weeks will be mostly setting up the project and discussing / developing the design of the game, most of our time has been spent in calls together so the meetings and agenda reflect this, as they are used as more of a record of what was discussed and completed on the day. As production starts the minutes and agendas will have more of a focus on the daily stand ups.

Agenda and minutes from our first team meeting:

## Sprint 1: Project Set Up

Tuesday - 19th September 2023

### Agenda:

- Look at project requirements
- Discuss upcoming schedule of works

### Deferred:

- Go over documents required, who's doing what.
- Setting up document control (Links)

### Minutes:

- Project Requirements:
  - We looked at the project brief for Liminal VR to check the requirements we need to fulfil.
- Workflow:
  - We decided that we should make a prototype playable from start to finish and then iterate on it over the week, making new builds with a new / improved feature.
- Setup Documents:
  - We Set Up Miro board for idea generation, specifications, and day-to-day meeting visualisation of ideas.
  - Mike Set Up minutes & agenda documents and Robin revised it. Decided to update the minutes and agenda within meetings and by taking turns.

### To-Do's:

- Sign up to the psychology documents from Liminal.

## Events

**Liminal VR talk** - Unfortunately I was out of class for the Liminal VR talk and therefore watched the VOD at home. Fortunately my teammate Robin was able to attend via online and was able to take notes. He then went over them with me in our next meeting on saturday.

Some of the key takeaways from the Liminal Talk were:

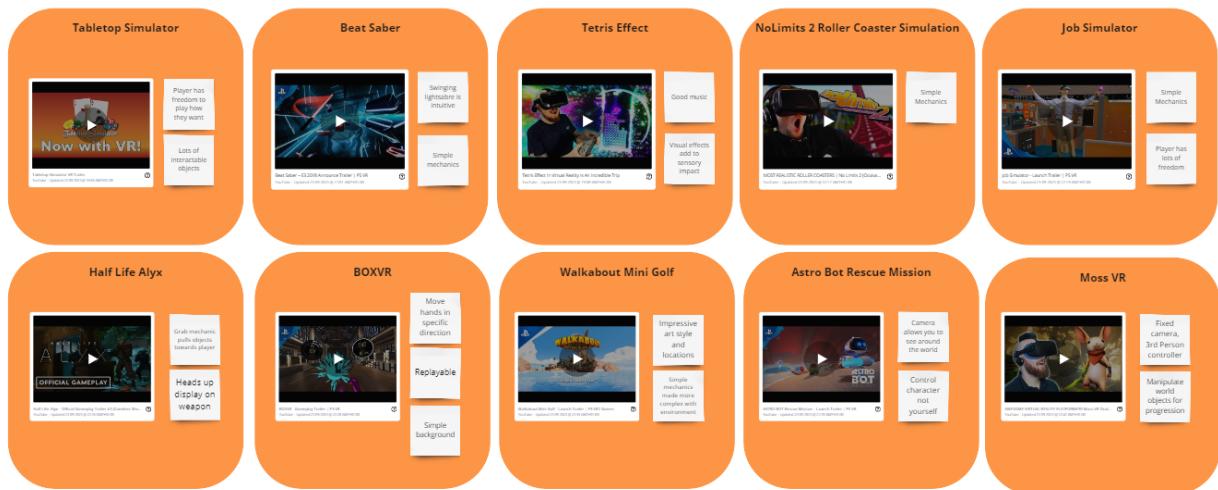
- Don't overscope, students consistently undervalue the amount of work required
- The environment is a big cause of being over scoped (e.g Water is difficult to implement well in VR).

## Sprint 2 Tasks:

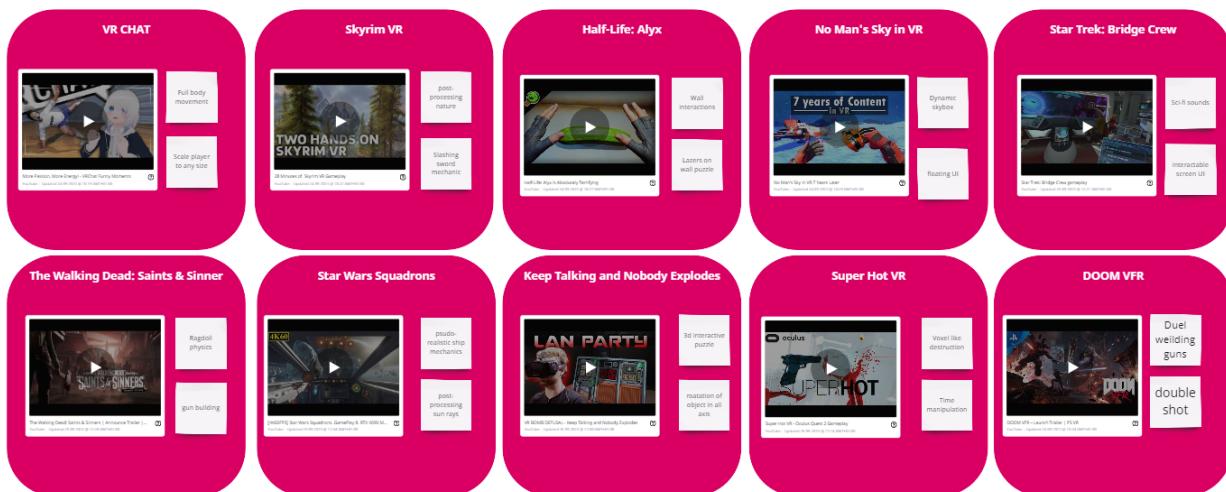
### Moodboard

To help generate ideas for our two concepts we each came up with a reference board of 10 existing VR projects and made some notes on the things that stuck out most to us.

#### ✍ Moodboard - Existing Games - MIKE



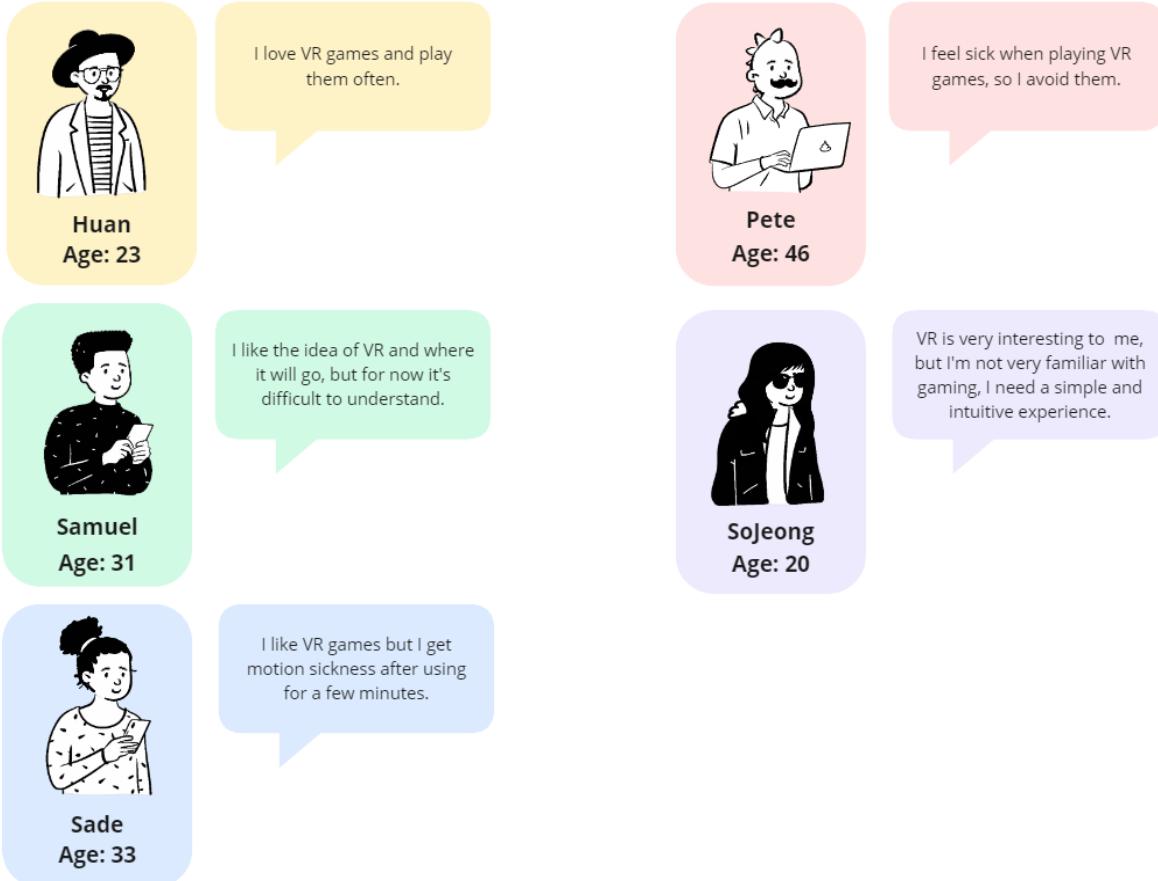
#### ✍ Moodboard - Existing Games - ROBIN



## UX - User Research: Demographic

To target an audience and keep them in mind whilst brainstorming, we created a questionnaire to use for our User Demographics. We gathered answers by asking multiple people that have different experiences with VR and created an alias for them using the answers given.

### User Demographics Aliases:



### Questionnaire used to create the aliases:

#### Questionnaire:

1. How often do you play video games a week on average?  
A. less than 1Hour / 1~4 hours / 5 ~ 10 hours / more than 10 hours
2. Have you played a VR game before?  
A. Yes / No
3. How long would be your ideal VR session?  
A. Less than 5 mins / 6 ~ 10 mins / 11 ~ 15 mins / more than 15 mins
4. What cognitive state would you like to experience in VR?  
A. Awe / Focus / Calm / Energy
5. Are there any barriers that prevent you from using VR?  
A. Text

## Brainstorming Ideas Round 1

Using the references from our moodboard and our targeted users from the user research, we performed our first round of brainstorming. These ideas needed to be a single mechanic (which can be scalable for stretch goals). This would help us not overscope the project in the design phase and ensure we were designing a simple and intuitive experience for our target audience.

**Calm - Puzzle**

- Tetris - place upcoming piece into a board
- Moving Nature background
- Calm music

**Focus? - Assembly line controller**

- Control the assembly line and press button to pick up cake
- The quality of cakes are different
- If you pick up a bad cake your boss gets angry
- If you fail too many times you fall

**Calm / Focus - Saber**

- Break target with Saber
- 1 group of random targets spawn
- Break them all to increase a different score
- Stretch goal: multiple wands to play w/

**Energy - Light game**

**Focus/Calm: Archery**

- CORE MECHANIC: "How the bow feels"
- Procedural Bow Sounds

**Focus - Spaceport**

- Inspired by paper plane, but you have to do it while going through security
- CORE MECHANIC: "Airport security in space!"
- High-quality Sci-Fi aesthetics

**Calm - Puzzle world**

- Puzzle inside walkable island
- Start with 1 puzzle
- Stretch goal: Add more puzzles

**Energy - Drum hero**

- 3 lanes
- Hit the drum at the same time the icon arrives
- Get points for continuous score

**Calm - Bamboo Strike**

- Swipe with a sword
- Cut the bamboo
- Cut line in correct position

**Focus - Cowboy Stand off**

- 3,2,1.....Go
- lift gun up and shoot opponent

**Awe - Museum of worlds**

- Non-Euclidean
- Different 3d worlds viewable from windows
- Single walkable room

**Awe - Space Station walk sim**

- Look out a space station at planets
- Walk mechanic

**Shoot targets with pistol**

- Shoot targets with gun
- Targets respawn when you press a button

**Calm - 3d- Art**

- Wireframe drawings to trace

**Help character progress**

- Character moves through environment in lane
- Move objects out of the way to allow progression
- Pull up walls to allow player to pass

**Spray painting art**

- Multiple colour cans

## In Progress Tasks:

- Creating all files needed (Sprint 1).
  - Before we start work on our project it is imperative that we are using the same workflow in an attempt to avoid miscommunication and setbacks down the line.
- Liminal SDK (Sprint 2).
  - As myself and my teammate have no experience using SDKs or VR, we wanted to do a joint test run to try and figure out and understand the things we can do within a VR space, and how easy / difficult they are to implement. Therefore we set up the SDK to create a throw away test project, however found that we were unable to get it working. After some troubleshooting we decided to reach out for solutions as we were unable to figure it out.

## Challenges Encountered:

- Could not get the SDK to work so we were unable to test how the VR worked.
- Had prior commitments so was unable to attend the talk. To solve this, my teammate Robin made notes on the talk and presented them in a meeting. I then watched the talk myself in my own time to become more familiar.
- As myself and Robin were unable to attend the talk in person, we were unable to network with other classes and pitch our ideas. Therefore we will need to take time to look for others that would be interested in developing our ideas together.
- We did not have access to the psychology docs from Liminal during this week. Therefore started the first round of brainstorming without them. As we were brainstorming we had some issues identifying exactly what type of game the idea would be (e.g. Energy or AWE category). Therefore we decided to wait to continue with the second round of brainstorming until after we had fully read and understood the psych docs for each category.

## Team Members:

### Robin Pound - Co-Lead:

Individual works:

- Completed the GDD draft for Friday's networking event as I was on Holiday during this time
- Created a moodboard of 10 existing games
- Started creating Github / Source control workflow documentation
- Made notes on the Liminal VR talk and presented the notes to me in the next meeting

Team works (works done together in call using Miro):

- Set up Minutes and Agenda, filled in minutes
- Reviewed Milestone and Sprint timelines
- Assisted creating work timetable
- Assisted identifying required documents for project submission, reviewing project deliverables, briefs and learning outcomes
- Assisted in creating documentation links sheets
- Brainstorming session with myself to come up with potential game ideas
- Used user research questionnaire to gather feedback to identify our target audience
- Created discord server as the central communication channel for the project

## Next Week's Goals:

Complete sprints 1 (Set up) and 2 (Design sprints), starting sprint 3 (Prototyping).

The main tasks to complete for sprint 1 are:

- Complete the agile and the source control workflow documents

The main tasks to complete for sprint 2 are:

- Read psych docs
- Continue brainstorming with the new psych doc info
- Choose 2 concepts
- Identify target audience

The main tasks for sprint 3 are:

- Test run with the Liminal VR SDK

## Sprint 3: Prototyping

Complete 2 prototypes for the 2 concepts decided on within the design sprint. This will allow us to submit proposals to Liminal and receive more critical feedback. It will also allow us to prove we are able to implement the game idea and give us some experience with the VR SDK.

Log No. 1 - 5SAE0PE102 23T3 [LON]

## Feedback and Comments: