

# Team 2-bit Dev Log

Week 3: 02/10/23 - 08/10/23

Michael Hayes

## Overview:

This week was a major milestone for the project. We successfully submitted a proposal of our VR game to the Liminal platform. However there was a lot of feedback from Liminal to discuss and think over. Due to the current uncertainty of the team we were not 100% confident we could accomplish the task of creating a game where the player will need to shoot to the beat, with meaty, impactful sounds and energising music. For this scenario we have already come up with other back up ideas we can develop and propose if needed. We could also reduce the scope of our current project to creating a more approachable well polished final experience before the deadline.

In the meantime whilst we decide if we will continue with our initial idea, we started making the prototype to prove to both ourselves and Liminal we could. Even if we decide not to use the idea of shooting to the beat, the experience of creating a prototype will surely be beneficial for our next prototype.

## Agile Sprint Update:

### Sprint 2: Design (Completed)

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

### Sprint 3: Liminal Proposal Submission (In-progress)

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

### Sprint 4: Prototyping (Started)

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

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## This week's completed tasks:

### Teams Minutes and Agenda

Link to Minutes and Agenda: [CS2 - Minutes and Agenda](#)

Link to Team collaborative white board (Miro Board):

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

Link to Team's Jira Scrum board:

<https://cs2mr.atlassian.net/jira/software/projects/CS2LVR/boards/2/backlog>

**Week 3:** 02/10/2023 - 08/10/2023

#### **Monday:**

- Delayed Liminal proposal sprint to the 5th October

#### **Tuesday:**

- **Completed Sprint 2**
- Shared out document responsibilities between co-product owners (Myself & Robin)
- Started creating learning agreement document of the business module
- Audio engineer joined the team

#### **Wednesday:**

- Completed learning agreement documents for the business module
- Started the awe non-euclidean museum and energy laser beat Proposals

#### **Thursday:**

- Submitted the above proposals to Liminal VR

#### **Friday:**

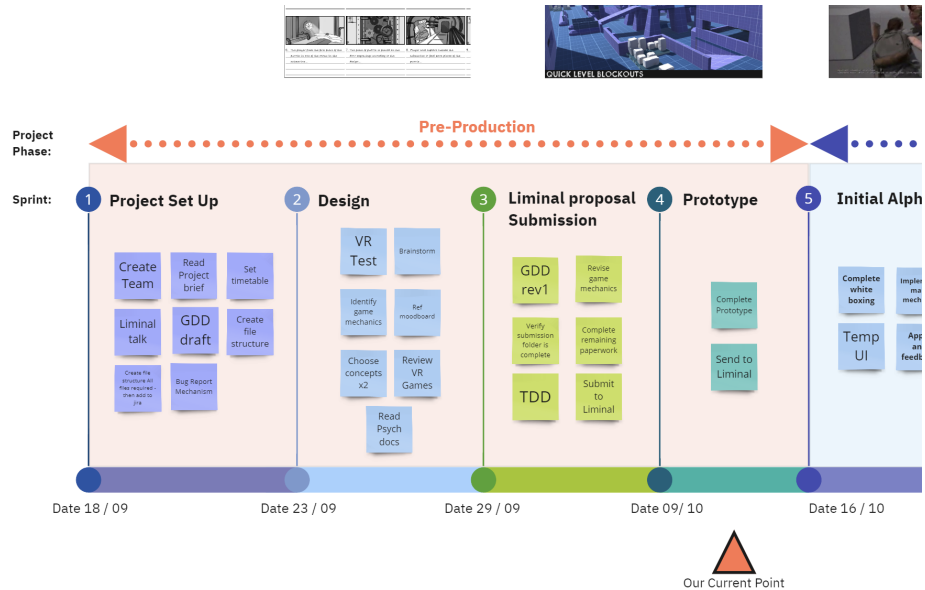
- Reviewed Liminals comments received for the 2 proposals and discussed future plans

#### **Saturday:**

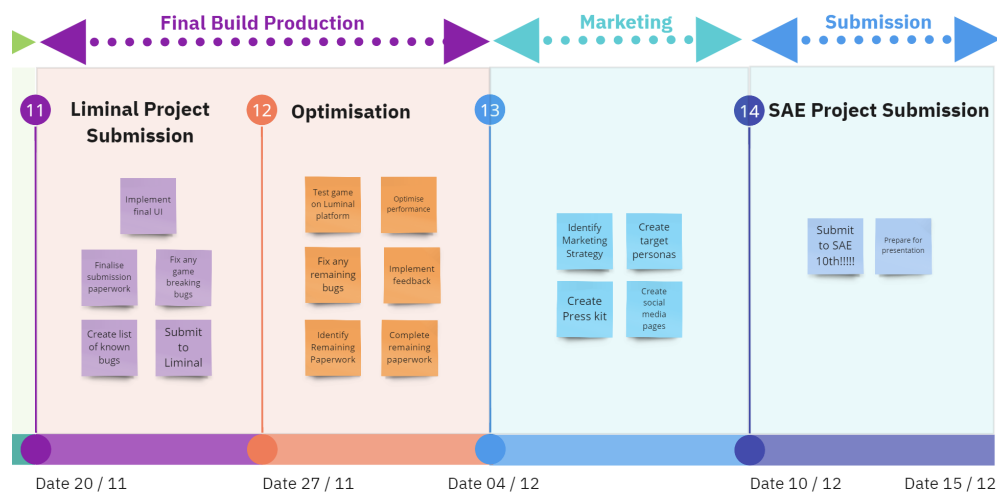
- Set up a prototype project using the Liminal VR SDK

This week we adjusted the sprints, by delaying the end date for the 3rd sprint, “Liminal Proposal Submission” for the end of week 3 (08/10/23). This would allow us the time to create the proposals to a high standard and then receive feedback from Liminal after submission. This may have to be adjusted again depending on Liminal's comments. If we have approval, we can start prototyping immediately. Alternatively, if we do not receive approval for the project, then we will need to delay the sprint again for time to revise / create new proposals.

### Sprint Timeline Rev4:



We also added a new sprint to the timeline for marketing. For now we chose to put it after the optimisation sprint, however this may change to an earlier point in the project:



## Sprint 2 (Design) Tasks - Completed:

This week we completed our second sprint after reviewing the tasks remaining in the Jira scrum board, completing feedback for both the 1 page GDDs of our concepts, to be used for an upcoming collaboration event next week.

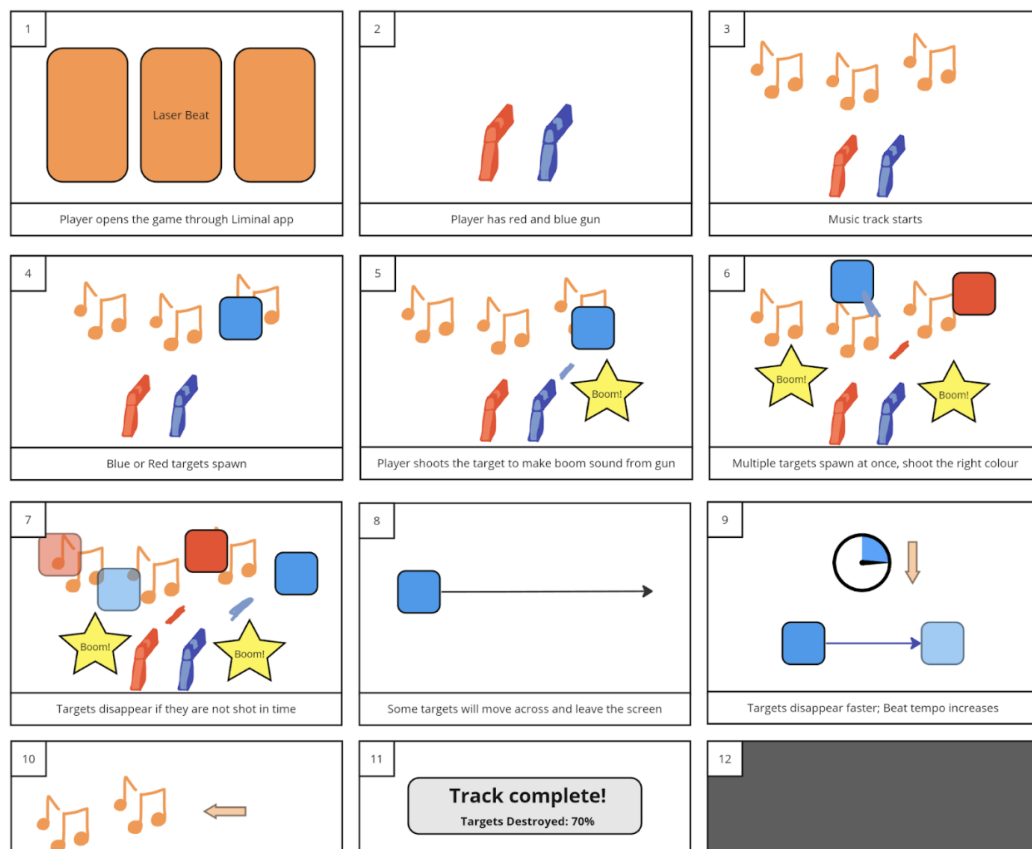
## Sprint 3 (Liminal Proposal Submission) Tasks:

### Laser Beat Proposal

Our main focus this week was to complete and submit our two game concepts to Liminal VR. Before we can start production of the game we need the green light from Liminal. As the initial idea of laser beat was my idea, I took on the task of creating the proposal for it, found in this link: [Liminal Proposal: Laser Beat](#)

I wanted to make the proposal as complete as possible whilst maintaining readability. To do this I used as much visuals as possible, for example a storyboard representing the main gameplay timeline:

Storyboard of Events:



I also made sure to add risk management and research sections to the proposal to show that we have thought through every detail.

## Non-Euclidean Proposal

As the non-euclidean museum concept came from Robin, he took on the task of creating the proposal for it, making sure to follow the general guidelines we came up with beforehand to keep the formatting relatively consistent. Link to the document:

[☰ Liminal Proposal: Non-Euclidean Museum](#) .

## Liminal's Response

After submitting the proposals we received great feedback from Liminal. For a more detailed look you can refer to the Liminal Submission document, where all feedback from Liminal will be documented: [☰ Liminal Feedback Report](#) .

The summary of the feedback received from our first proposals was the following:

### Non-Euclidean Museum

- Over scoped (Estimates 10x more hours needed to complete the project to commercial quality)
- Non-euclidean geometry too complex for VR

### Laser Beat

- Slightly over scoped (possibly achievable with devoted team)
- A lot of time will need to be spent on UX and timing (target/notes and music/SFX)
- Lighting and assets will have to be polished well
- Iterations/Revision time will have to be factored into our timetable of events

### General Requirements

- It needs to run at a stable 72Hz
- It needs to be bug free
- It need to have no aliasing

This feedback gave us a lot to think about, so we had a team meeting discussing our next plans. In the end we decided to prototype the Laser Beat idea and make sure it was possible with our team. Whilst doing this we would also think about how we can reduce the scope of the game, and improve our back up ideas in case we decide to propose them instead.

## Sprint 4 (Prototype) Tasks:

### Setting up the Liminal SDK

This week we finally set up the SDK and have it working after reading through the Liminal SDK wiki. Now it's set up we will be able to focus on creating a prototype for the Laser beat concept, to prove to ourselves and Liminal we are able to make it, and find challenges we will need to overcome when we start production.

## Other Tasks:

### New audio team member

A new team member joined this week for audio. As our project may heavily involve sound design, it is extremely beneficial to have a talented team member with their sole focus on this aspect. We spoke briefly through discord and tried to set up a time to meet. Unfortunately we could not match schedules this week, so the onboarding of our audio member will be next week on Monday. In the meantime we have sent them over our 1 page GDDs and asked them if they had any ideas or questions, don't hesitate to bring them up.

Having a cohesive team that are all passionate about the project is of vital importance and therefore we need to make sure that all newcomers to the team have the chance to add their ideas and twists to the project. This will allow us to create a better product by the end of the term.

### Shared out documentation responsibilities

To ensure that all documentation was shared out equally between us co-product owners and all work was being completed to a high standard, we decided to identify who would be responsible for which document. Although both of us can help with the other's documentation, the responsibility for completing a piece of documentation would be held by a single person. The goal here is to reduce the workload of each individual and prevent potential scenarios where it is unclear if the other person should or should not be doing a piece of work, leading to unfinished works at the end of the project. To do this we discussed which documentation would be best fit for the individual and placed name stickers to the Miro board to represent who is responsible for them.

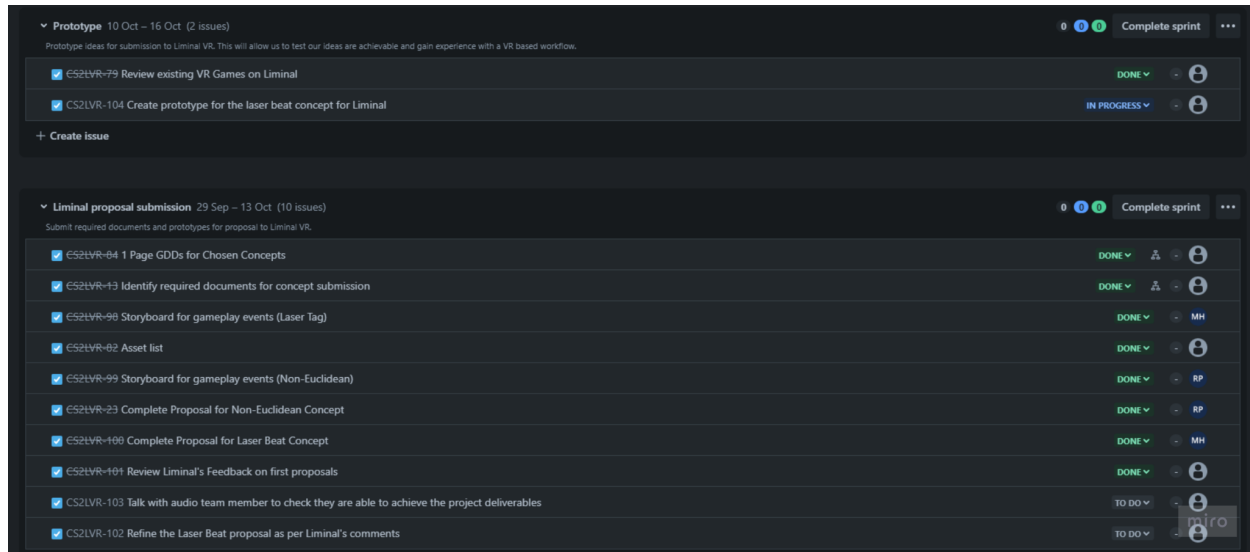
Section of the Team links page to all documentation (Located in Miro Board):

Team Links			
GDD	MH	Project Backlog / Kanban Board	MH Agile Board - Jira
TDD	RP	Minutes and Agenda	MH RP
Planning Doc: Asset List	MH RP	Bug Report	MH RP
Planning Doc: Concept Design Process	MH	Source Control Workflow	RP
Planning Doc: Level Design	MH	Source Control	RP
Press Kit - Expand	MH RP	Miro	MH RP



## In Progress Tasks:

Jira Scrum Board (end of week 3):



### Sprint 3 (Liminal proposal submission)

Talk with audio members to check they are able to achieve the project deliverables:

- The main concept of the game is to shoot on beat heavily involving the audio engineer team member
- To make sure that the laser beat project will be in scope, we need to ensure that our audio team member is confident or up to the challenge.
- This project will involve many difficulties with sound design and require many revisions to ensure that the UX experience meets a high standard

Refine the laser beat proposal as per Liminals comments:

- One of Liminals main concern with our Laser beat proposal was that it was over scoped
- Try to think of ways to reduce the scope
- Revise the proposal with reduced project scope to make it more feasible

### Sprint 4 (Prototype)

Create a prototype for the Laser beat submission

- To prove to ourselves and Liminal that we are able to complete the project we will need to create a working prototype
- The prototype will help further define how the final product's experience will play
- This task will be broken down into smaller tasks next week

## **Challenges Encountered:**

### Audio member onboarding

One of the main challenges encountered this week was that we were unable to meet with and onboard our audio member of the team. After receiving a green light from Liminal for the Laser beat proposal, if we felt confident, it was imperative to ensure that one of the critical members of the project was on the same page and ready to go. Delaying a meeting made our future of the project unclear as we may have to pivot and change the idea slightly or develop other ideas entirely.

To reduce the impact of this outcome, we decided to manage the risk by developing our other back up ideas and thinking about how we can reduce the scope of the game and the impact the audio has.

## Team Members:

Robin Pound - Co-Lead:

Individual works:

- Created Non-Euclidean Museum proposal with storyboard
- Modified one page GDD with feedback from Mike
- Read more of the psych docs

## Next Week's Goals:

- Have a meeting on Monday with the audio team member to discuss plan going forward
- Decide if we will keep the current shoot on beat mechanic of the laser beat concept or remove it
- Create and submit a prototype of the laser beat game in VR

## Next Week's Sprint 4: Prototype

Production of 2 game proposals with detailed information on the experience. To be submitted to Liminal VR for green light to begin development.

## Feedback and Comments: