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| Team Meeting | 12/02/201811:00-13:00A32, Computer Science |

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| Meeting called by: | Peter Blanchfield | Type of meeting: | SCRUM Week Start |
| Facilitator: |  | Note taker: | Ben Ramsden |
| Timekeeper: |  |  |  |

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| Attendees: | Antony Lloyd, Ben Ramsden, Ben Moss, Connor Thornley |
| Please read: | Lucid Chart (Block Attributes, Main Ideas) |
| Please bring: |  |

# Minutes

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| Agenda item: | Progress To Date | Presenter: |  |

#### Discussion:

Connor showed the group how he abstracted away Blocks and Chunk into C# classes, following the block generation code done in the meeting before.

The group did some programming, offsetting of the chunks, and pushed this latest version to GIT.

#### Conclusions:

The attending team were updated on the programming progress, questions were asked and answered so everyone was happy.

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| Agenda item: | Future Work | Presenter: |  |

#### Discussion:

The group planned the next week (Week 2) on Trello, assigning a mix of programming and planning tasks.

#### Conclusions:

The group assigned tasks to themselves, sometimes in pairs, based on ability.

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| Action items | Person responsible | Deadline |
| * Create Textured Blocks | Ben M, Connor T | 19th Feb |
| * Dynamic Drawing of Blocks (Optimization) | Ben M, Connor T | 19th Feb |
| * Procedural Map Generation (Progress) | Antony L, Ben R | 19th Feb |
| * Gantt Chart and Requirements Spec | Liam D | 19th Feb |

# Other Information

#### Observers:

Peter Blanchfield, Jeremie