**AGP Group Project – *Digital Desperado***

**- Meetings**

**- V2.1**

**- 17 MARCH 2015**

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**1203 Peter/Alex Management Tips sharing**

**// Meeting Aims/Requested Discussion Topics**

- Lessons/tips learnt from PRINCE2 project

- Documents to use?

- Communication

- SVN Project folder plan

- Meetings + Meeting Format

- Other bits

**// Discussed & Results**

- Group will aim to do 2 meetings a week, one for discussion/progress, the other for group programming to aid with any problems/make significant developments in a short time

- Meetings will follow a format of: Display current progress, go other tasks left, detail any group deadlines incoming, discuss any topics put forward by members the day before, and end on tasks per person

- The documents to be used are: Main Document, Design Pages, Task Spreadsheet, and this meetings document

- The game will be made in Unity 5, will use SVN, working with a tested and useful project folder setup used for *Deadly Penguin Horde*'s development

**// Tasks**

- **Peter** will work on the basic forms of the documents in preparation for a group Skype meeting this Sunday/coming week

**1703 Group Meeting Pre-Easter Break**

**// Meeting Aims/Requested Discussion Topics**

- Agree on game idea

- Agree on design points

- Discuss who can do which tasks over the break

- Agree on goal for end of Easter Break

- Set roles

- Find what scripts each member has available to be put into the project

**// Discussed & Results**

- Everyone has read and are all agreed with the current designs and game ideas, save for these design points:

- Instead of not allowing a finish, each missed target is a time penalty

- By End of Easter:

- Have basic gameplay

- Menu scene (transitioning menu + canvas')

- Sandbox scene (Precursor to tutorial)

- Test game scene with basic level

- A selection of music tracks for the menu, tutorial and game scenes

- A basic music player for the scenes

- Bring together what scripts each member has made into project

- XML loading/saving a basic level with each of the basic prefab objects

- A side application that does the above loading/saving, to use as a testing tool later in development when making/designing levels

- Regarding Audio, the game will follow *Hotline Miami*'s soundtrack number:

- 3 Music tracks

- 1 Tutorial track

- 10 or more Game tracks

- Main document will have the side application explained post this meeting

- Next meeting will be the 28th March, covering work so far, and a discussion on the audio tracks found

**// Tasks**

- **Peter** will make the base, and find a starting selection of audio tracks for the team to agree on an audio genre direction for the game, as well as beginning the Game UI, and doing any 2D/GUI Art Assets

- **Alex** will work on the XML loading/saving, as well as making the side application or at the minimum beginning it, he will also be designing the format for the files (Hierarchy, Naming, etc.)

- **Tim** will work on the player movement and looking, to achieve the desired *Quake III* style movement as it will take time to achieve it

- **Russ** will work on the basic Target behaviour, with future-proofing for further behaviours, as well as the player shooting