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

**- Meetings**

**- V1**

**- 12 MARCH 2015**

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**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

**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 deadlines

- Agree on goal for end of Easter Break

- Agree on features

- Set roles

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

**// Discussed & Results**

- By End of Easter:

- Have basic gameplay

- Have that epic Game UI idea working

- Most Audio tracks to work with

- Art Assets

- Menus

- Bring together what scripts each member has made into project

**// Tasks**

- **Peter** will

- **Russ** will

- **Alex** will

- **Tim** will