Meeting 1:

Monday 14:00 – 15:00

-All members present

-Details of the project decided

-Team name and slogan agreed upon

-Team logo still in the works, almost decided

-Roles and their justification has been decided for each member except for Konrad

-Decisions have been decided to be done in a democratic manner as we have 5 team members; therefor it is not possible to reach a tie in voting.

-Preferred project is the Physics project, almost unanimously agreed upon (4.5/5 votes)

-3 main points of why we are choosing the project have been more or less identified, will be finalized on Tuesday’s meeting

-2 alternate projects have been identified in 2nd and 3rd priority

Meeting 2:

Tuesday 12:00 – 14:00

-3 members present Jake, Chris M. and Chris J.

-Contents on first presentation fleshed out

-Added some points to “Our approach”

-Added some points to “Our unique selling point”

-Suggested enhanced features such as controller support

-Suggested technologies to be implemented (Unity and subsequent plug-ins, Havok physics, Storytelling software such as fungus)

-Extra concept work done on logo

-Plan for next meet-up discussed

Meeting 3:

Wednesday 18:00-18:30

-All members present

-Online meeting

-Meeting time for Thursday decided

-Chris J. proposed personally working on unified design document once project is secured

Meeting 4:

Thursday 11:30-14:00

-11:30-13:00, 2 members, Jake and Chris J. present

-Game mechanics discussed

-Design document worked on and finalized

-13:00-14:00, remainder of the team joins after classes

-Emailed lecturer about Jun Hee’s possible transfer from the team

-Moved to lab room 1-016

-Members begin work on logo

-Jun Hee’s logo accepted as final

-Team discusses how presentation will be handled, who will speak on what parts etc.

Meeting 5:

Friday 12:10 – 13:00

-Members arrive with finalized project document and presentation physical copy

-Roles for presentation finalized

-Wording of presentation discussed for duration of the meeting

Friday 14:30-15:00

-Presentation performed