Meeting 1:

Formal meeting 2 (See notes)

Meeting 2:

Wednesday 14:20 – 15:30

-Not an official meeting, members present Jake & Chris J.

-Primary focus was creating and finalizing UML elements such as class, use case and sequence diagrams

-Designed and completed two use case diagrams for user in menu and user during gameplay

-Began work on class diagram

-Discussed many elements relating to the game, specifically control implementation, game elements such as the map and objects and how the classes we will be using relate to them

-Spoke about unity plugins that may assists us in development and how we may acquire them

-Discussed overall agenda for Thursday’s meeting

Meeting 3:

Thursday 12:30 – 15:30

-All members present except for Chris M.

-Meeting included a meet up with a 4th year 211 student names Andrew who provided us with some useful resources to enable us to get some Kinect support for the Hardware he will be provided us with next week (Week 5)

-Overall meeting plan was to complete design of UML diagrams -> High level system architecture -> Methodology and finally the design document itself. We would then complete the presentation when all required elements were finalized

-High level system architecture discussed and decided

-Methodology discussed at some length. Debating between SCRUM (Agile development methodology) and Ernest Adams. Decided against Ernest Adams as it does not fit our development rate and does not have as much well documented material

-Spoken about Chris J.’s implementation of the game life cycle in a sequence diagram. Decided that it fit for our presentation and was included

-Decided against adding arbitrary attributes and functions to the class diagram at this early stage in development. Simply provided the overall class structure to provide an idea of how it will be implemented

Jun Hee cleared up overall layout of the Design Document

Did not add anything to “other documents” as Atari still closely hold the documentation of BattleZone

-Document and presentation submitted by 17:30