**BITS Group Meeting Agenda #1 – 09/03/2021**



1. **Introductions.**
   1. Personal details (Name, location).
   2. Interests.
   3. Experience.
   4. Why you are studying.
2. **Registration.**
   1. Group nameTM.
      1. Generic Metal Band.
      2. The Boys (If they feel like it).
      3. The Meme TeamTM.
      4. Sausage Fest.
      5. No Girls AllowedTM.
      6. My Name is Lim Jahey.
      7. The Non-Offensive Group Name (The NOGN).
      8. Probably Guys.
      9. Virtuous Buccaneers.
      10. The Piranhas.
      11. Watery Gamblers.
      12. Homeland Ass Players.
      13. Fortunate Talcum.
      14. Savage Uniform Dabblers.
      15. Sweaty Greybeards.
      16. Sucky Ballz Hookers.
      17. Deadly Maniacs.
      18. Multiple Hookers.
      19. **Code Name Bricks (\*).**
   2. Communication tools.
      1. MS Teams (Documents).
      2. Trello.
      3. GitHub (Coding, resources).
   3. Decision making process.
      1. Open conversation.
      2. If not unanimous vote?
   4. Team leader.
      1. Corbin.
   5. Project Stream.
      1. 2D Game.
         1. Java (Lock it in).
         2. Unity.
      2. Visual Novel.
      3. Bots.
      4. Web app.
3. **Meeting Time(s).**
   1. Once or twice a week?
      1. Major: Monday 8pm.
      2. Minor: TBA (Based on mentor).
      3. Mentor: TBA.
   2. How often do we check in on progress?
      1. Weekly/Major meeting.
4. **Project Ideas.**
   1. Project Stream (not definitely a game, but hopefully).
      1. 2D Game.
         1. Java (Lock it in).
         2. Unity.
      2. Visual Novel.
      3. Bots.
      4. Web app.
   2. If game, how do we go about it?
      1. Roles?
         1. Programmers?
            1. Split classes/methods/functionality?
      2. Design?
         1. Complexity of graphics/RPG/Platformer.
      3. What can we achieve?
         1. Level of polish/Complexity of functionality.
5. **How do we measure progress?**
   1. Time-based?
   2. Trello cards?
6. **Assessment 1 (Due 28th March)**
   1. Requires project stream confirmation.
   2. Divide workload?
      1. Not everyone has to write (except for personal entry). Start project early?
   3. Should we start on project before turning in A1?
      1. Yes. It will give us a better understanding of A1.
7. **To do:**
   1. Look into communication tools (Trello, MS Teams) (Everyone).
   2. Personal Description in template (Everyone).
   3. Read assignment Specs (Everyone).
   4. Group registration (Corbin).