**Minutes for meeting:** 03/02/19

**Team:** Joes

**People Present in Meeting:**

- Jonathan Carter (took minutes)

- Edward Goodhew

- Oliver Neale

- Samuel Wilson

**Meeting Agenda:**

- Check where team members are at with current tasks

- Discussion on any issues any team member is having.

**Meeting Minutes:**

Meeting begun at 19:01.

Edward started the meeting off by updating the group with his work on the risk assessment (Version 1). He told the group that there were currently 11 risks determined all of these 11 had preventions & continuances. The group then discussed who was on the Q of the MQSI for the documentation this week & the group agreed to settle this when they next see each other tomorrow. Edward then continued mentioning that he was installing 3DS Max during the meeting, so he could complete his modelling tasks. Oliver then brought up that if Edward struggled with some of the models, he could check the Unity Asset Store as an alternative.

Jonathan then brought up the work he had done since the groups last meeting. This included the work on fixing the modular assets, so the textures would be seamless between them, as well as attempting to make the modular window. However, this proved to cause issues as the model kept bleeding light. He stated he was going to keep working on fixing the assets through the week. Jonathan finished up by bringing up that he had managed to get most of the inventory system working with interaction and UI.

Oliver then updated the group on his work. He stated that he hadn’t done much since the group had last seen each other. However, he planned to complete the gantt chart (Version 1) by Tuesday. Samuel was in a similar position with little to report. He mentioned that he had completed the white box for the ground floor as well as having started the grand staircase model. Samuel then mentioned that he needed the crouch animation for Cally, Jonathan stated he would get that for his after the meeting.

The group then proceeded to have a discussion on what documentation was needed for scripts in the game. There was a mixed opinion with Oliver thinking documentation for every script while Samuel and Jonathan felt it would be better to have documentation categorised with several scripts in the same document. This would be ideal for systems like the Inventory which use multiple scripts. However, as the group was unsure it was decided that the group would ask Kostas about this topic on Monday. On the discussion on documentation, a chart of sorts was brought up which the group was equally unsure on, but it was decided that either Samuel or Jonathan would take it as both didn’t have any documents to work on at the moment.

The group then proceeded to discuss what was due for this week in the logs and what was to come. Jonathan went through the list on the SOL page to make sure the group was sure on what was needed. Samuel had a discussion with Jonathan over the UI he had done and how it worked as he was testing it in his scene.

Finally, the group had a brief discussion on how the stats would work in the game as it wasn’t clear how points in each stat would be decided. The group discussed the possibility of it being choice based as well as it being determined by the roleplay. It was agreed that we would wait and see as it would probably come up in the following days.

The group the proceeded to sign off at 19:19.