Meeting minutes

Week 23/09/2019

Attendees:

Jamie

Ethan

Alpeche

Topics talked about

This week we were put into our group for the first time

We have never worked together before, because of this I think we will need to make sure that we realistically scope the project.

Group name: The Exiles

Software: Unity

Task Management: Trello

Communication: Discord

Version Control: Unity built in

Week one task:

* Brain storm game ideas and mechanics that can be used in next weeks session to get our overall game idea for the project.
* Ideally the game should be based around one mechanic

What the project is assessed on

The game = 20%

Individual work = 80%

80/20 rule for working

80% of the work should be done in 20% of the time.

The last 20% of the work should be done in 80% of the time. (polishing)

Game stages:

Alpha: Feature complete. The game is playable and contains ALL the major features (mechanics, menus, screens).

Assets are partially finished

No large features to be added (Small revisions only)

Small features can be added with approval

Implemented features can be dropped

Beta: Feature and asset complete.

No new features of any kind

Only changes are bug fixes and gameplay balancing

Contains no bugs that prevent the game from being shippable

Gold Master: Final build

This is the version that should be used for submission

It should have no bugs

Contains completed and tested gameplay

Paper prototyping is good as it is easier to change